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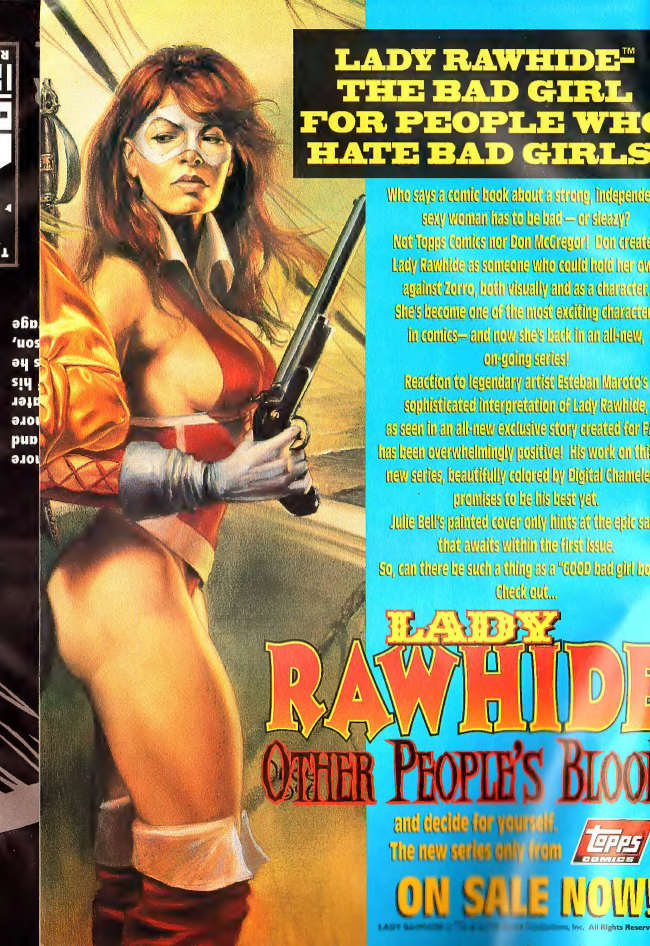
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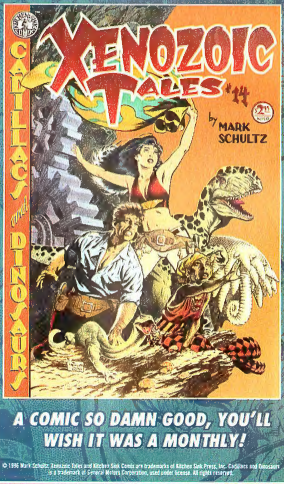

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Star Wars Card Contest.....
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COVERS

Lady Death penciled by Steven Hughe
colored by Jason Jensen
Batman Halloween penciled and inke
Tim Sale and colored by Jeff Dillon

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Letter Fro the Editor

Plenty of Tricks

Halloween.

It's always been a lot fun. When I was a kid, I couldn't wait to dress up as my hero (or villain) and terrorize my neighborhood. I would literally wait hours f opportunity to scare some unsuspecting visitor.

As I've gotten older, my costumes have become more complex. The height o Halloween costume career came when I created a complete Dr. Doom outfit was I impressed with my tailoring skills. Unfortunately, no one else was. You the Halloween world of mummies, monsters, and fat Elvises, people don't re classic comic villains like Dr.Doom. Needless to say, my costume ended up h behind a sign hung around my neck that read "Dr. Doom—Comic book villa this have any effect? Well, I could tell you that everyone let out a collective " and I was immediately the hit of the party. But that didn't happen.

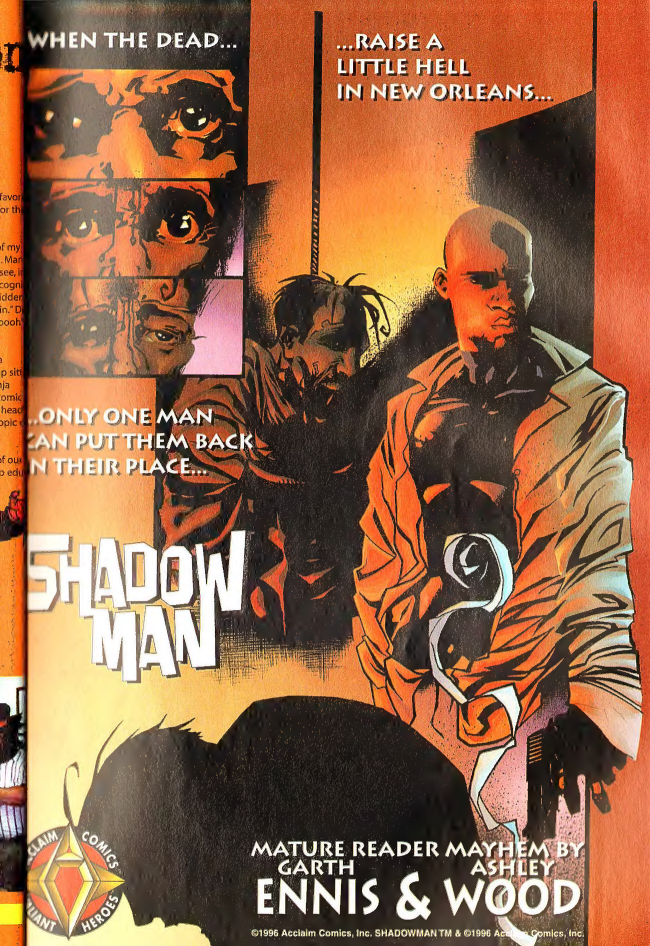
What *did* happen was I didn't win the costume contest, my wife, dressed as a Vampire (yeah, I know, real original...) wouldn't come near me, and I ended u in a corner with associate editor Benn Ray (dressed as a Teenage Mutant Nin Turtle), staff writer Chris Woodward (dressed as Ghost Rider) and the other c costumed fans. As a side note, things *did* get amusing when Chris's "flaming set a lamp on fire. After that, our "corner comic universe" quickly became a t interest. Go figure.

Anyway, the point of that little story is, although comic fans are well aware o heroes and villains, the rest of the world isn't. So it's our job, on Halloween, t cate people on comic characters and let them know there are more characters out there than Superman, Batman, and Spider-Man. So this Halloween, dress up as your favorite comic character. Who knows? You may start something...

Boo,

P.S. You've never seen anything as funny as a 108-pound guy with a flaming head tossed in a pool by a 200-pound Ninja Turtle.

It sure ain't the Partridge Family.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FANMAIL

BUT HE'S GOT 2 TURN-TABLES AND A MICROPHONE

To **FAN:**

Wuttup hoes, this letter's been written to say @#%^&%$&@!!. How are you gonna come out with an article about Beck (**FAN** #16) being the only rap album worth listening to, are you fools retarded? The @#$%! ain't even rap.

I'm sick of you fannits, I mean @#$%!& dissing rap. Saying Beck is rap is like insulting every rapper out there. When's the last time you saw a white rapper Vanilla boys?

And how come you don't review any **REAL** rap, not enough black subscribers? You need to fire S. Leonard Hedeen's @#$%&! And for all you @#%$&$! who think Beck's gin and tonic is better than Snoop's gin and juice, you can @#$% %$ &@%#$@!.

Straight from,
Big Deez Inyurmouth
Ventura, CA

Peace out!

Uhm, a very eloquent letter Mr. Inyurmouth. It's amazing what people do with the English language these days, isn't it?

THE JAN & JACE DEBATE

Dear Mr. Benn:

Why do you have two "n"s? I like Space Ghost too! What was he like? WalMart is great but not Radio Shack. Do you think Jan and Jace are really OK?

Your friend,
Dudley Grant
Southern, MD

Space Ghost assured me that the kids are OK. However, the tone of his voice did sound a wee-bit suspicious. And he does wear that mask.

As for the two "n"s, I come from a family of illiterates. All I can say is, "Be Kool, Stay In Skool." Wish I had.

SPAWNING VARIANTS

FAN:

I just picked up issue #16 and noticed that the **Spawn** mini-comic had 2 different covers, my keen eye also noticed that one and only one had Spawn in gold letters. Could you tell me the ratio on these. It also appears to be signed on the lower right side. Got any ideas??

Thanks,
Steve Dostindie
Kalamazoo, MI

And what a keen eye it is. There are 225 signed, gold foil editions of each FAN Edition comic. There are also 500 platinum editions of #2 only. And finally, 1:4 is the ratio of variant covers for each edition.

SOAPBOXING LOEB

Dear **FAN:**

This is in response to Jeph Loeb's Traveling Soapbox column. Although I enjoyed the column and think it's a great idea, I couldn't disagree more strongly with Mr. Loeb's opinions. I appreciate his nostalgia and enthusiasm for superhero comics, but when he asks why "those of us who still love guys running around in their pajamas with capes" are thought of as immature, I wonder if he's being rhetorical or just naive. In one breath he uses ridiculing stereotypes of superhero comics, and in the next breath he demands that they should not only be treated with respect, but lavished with praise. He wonders why the X-Men and Batman, etc., are ignored by "The Eisners of The Harveys or whatever the heck they're giving away this month," thus ridiculing the awards even while pleading for their respect. Mr. Loeb bemoans that so many mainstream artists are sadly ignored while the artists working in independent comics or even at Vertigo are stealing all the thunder. This is utterly ridiculous. There are any number of fan awards sponsored by various magazines that heap praise on the mainstream. It's at these that Mr. Loeb cheer wildly as the X-Men take home rel-full of awards. Why begrudge the f award ceremonies that acknowledge that embraces the full potential of th medium and strives for originality in one could never do is easily definabl genre comics?

As for all the poor, neglected, mainst artists: They reap their rewards in the of large paychecks and royalties. For t they sublimate their most creative im es in service of a homogenized corpo product. Some are truly talented artis who could do so much more to expa their medium, while others are merel craftsmen who are wonderful at chu out the same product month after m And as for "a few guys named Todd, J and Rob:" Once again, they reap their reward in the way of millions of dolla sales, licensing and merchandising. T McFarlane has said that in **Spawn** he

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FAN MAIL

doesn't aspire to high art but merely an entertaining comic. In this he succeeds. Still, he was willing to hire Neil Gaiman to do the honors on **Spawn** #9 and the **Angela** mini-series (with great results), just as Marc Silvestri has recently tapped Garth Ennis for his highly-touted new series, **The Darkness**. Apparently unlike Mr. Loeb, Todd and Marc can understand "What the Hell" Neil and Garth are writing about! And if Jeph Loeb has so much trouble understanding **Preacher**, perhaps it will be easier for him to sink his teeth into Rob Liefeld's (Jeph's boss on **Captain America**) **Preacher** ripoff, **Priest**!

Jeph Loeb is a guy who in a recent interview felt the need to make the distinction that his real job was as a "screenwriter" not a comics writer; as if to distance himself from the medium. Can't wait for your next **X-Force** screenplay Jeph. But don't hold your breath waiting for an Eisner.

Rob Edwards
Hanahan, SC

That reminds us, issue #20 will feature the second annual FAN Awards. Be sure to check it out, we've got something special planned for the viewers at home.

"I'LL HAVE A DOUBLE LATTE...."

Dear **FAN:**

As a fan of both **Uncanny X-Men** and **Sin City** as well as **Bone** and **Savage Dragon** not to mention a large number of other "Mainstream" and "Independent" comics, I'd just like to say "kudos" to Jeph Loeb for a great Soapbox in **FAN** #16.

I am tired of being brow-beaten for my "mainstream" tastes and praised for my "independent" choices. And I am truly sick of people yelling for a diversity that means superhero fans should read more than superhero comics as long as "they" get to only read their "artsy" choices and "they" never have to pick up a superhero comic. If I have to diversify so should you. Sure I'll give **Love & Rockets** a try, but why don't you read **Superboy** before you knock it. Sounds fair to me.

Remember folks, comics are a matter of taste and what I enjoy reading in my spare time does not automatically make you smarter than I or vice versa—any more than my favorite brand of coffee makes me any more or less intelligent.

In other words, let's agree to give each other space in comic fandom and maybe we'll all see there's room for all of us.

Don Lett
Fairborn, OH

Actually, you can judge a person's intelligence by the type of coffee he drinks. Decaf? C'mon, really. And what about instant?

HEY KIDS!

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Thanks,
Ray L. Salinas
via AOL

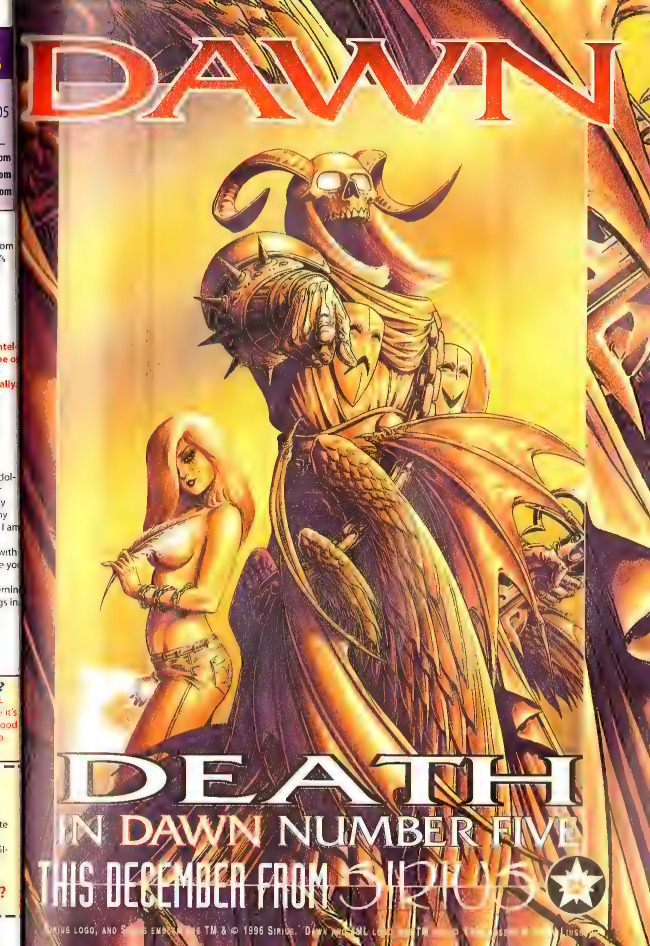
ARE YOU FAN ENOUGH?

83% of readers who responded to the **POLL POSITION** in **FAN** #16 feel that just because a good comic, that doesn't mean it'll be a g movie. 17% feel pretty confident that if it's good comic, it'll be a good movie.

POLL POSITION

Each month in **FAN**, we ask you, the reader, your opinions on different aspects of the comic collecting industry. After tallying the results, we'll publish them right here for all the world to see, including the head honchos who are calling the shots at your favori (and not-so favorite) companies. So clip this out, copy it, or write your response on a post card and mail it to POLL POSITION c/o **Overstreet's FAN.** Oh yeah, and for you cyber-people, feel free to e-mail your response to **FAN**, just be sure to mention POLL POSITION in your header. All responses must be received by November 20, 1996 in order to be tallied.

EXACTLY HOW MANY VAMPIRE STORIES DOES THE COMIC INDUSTRY NEED


DAWN
DEATH
IN DAWN NUMBER FIVE
THIS DECEMBER FROM SIRIUS

FAN MAIL

The irony of this letter appearing in FAN Mail was too hard to resist. Sorry, Ray.

TELL THESE UNTOLD TALES

Dear **FAN**:

I really love Untold Tales in **FAN**. It's features like that set your magazine apart from the trendy, "hot"-oriented, image-worshipping other magazines. I would like to make a few suggestions. How about doing the story that was never finished from DC's classic **Shadow** series by Andy Helfer and Kyle Baker. **The Shadow** is one of the most overlooked classics of its time. (If it was reprinted as a Vertigo series today, it would be a monster hit.) Also what about the **Batman/Jon Sable** story, the **Nexus/Vortex** story or maybe John Byrne's plans for **Danger Unlimited**?

Thanks for listening!
PK
via AOL

Thanks for the suggestions. You'd be surprised how many Untold Tales there are in the big city. We're trying to get to them all.

SCHWARZENEGGER TAKES ON CAPTAIN AMERICA?

Dear **FAN**,

I've got two words for Rob Liefeld, and whoever else read **Captain America** #1: *Total Recall*.

Thank you,
Shawn C. Speakman
Goblin Comic Shop
Vancouver, WA
sspeak@u.washington.edu

Are you saying it reminds you of Jack Kirby? What?

DRAWING = LAW-SUIT

Dear **FAN** Mail:

I like to draw but I heard that some kid at my high school got sued for drawing a picture that was already drawn and got it in a magazine. And that's really the only way I can draw good. And I wanted to enter in your FAN Gallery.

FAN's Fan,
Ben Ruiz

Well, if he copied an already existing picture, that's cheating and is considered by some to be theft. We don't want tracings or copies of existing artwork for the fan gallery. However, feel free to draw whatever character you like and send it to us. Try adding your own touches to make the drawing your own. Taking that image, putting it on t-shirts, and selling it, however, we strongly advise against that.

BE A WINNER! with FAN's Trivia Hunt

Your mission, with should you choose to accept it, is to find the hidden trivia questions throughout FAN. There are 10 in all. Send us the correct answers, and we will draw 5 winners from the correct answers and mail you some cool prizes from our Overstreet® Vault O'Valuables (y'know, like premium edition comics, signed & numbered edition comics, and lots of other cool stuff).

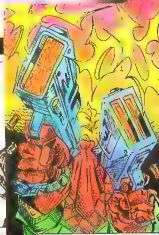
So, to get you started in the right direction, here's the first question:

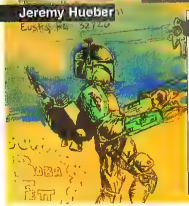
What was the name of Jim Gordon's first wife?

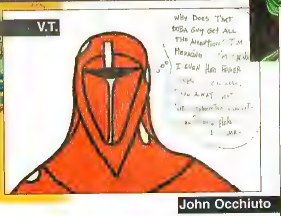
Ok, so the first one's on us, now you find the other nine.

Mail all entries to:
FAN Trivia Hunt Contest
Gemstone Publishing
1966 Greenspring Dr.,
Suite 405
Timonium, MD 21093

Tom Le




Jeremy Hueber



V.T.

John Occhiuto

CALL FOR NOMINATIONS

The Will Eisner "Spirit of Comics" Retailer Award, presented under the auspices of Comic-Con International: San Diego, is given to an individual retailer who has done an outstanding job of supporting the comics art medium both in the community and within the industry at large.

GUIDELINES

The guidelines for nomination include:

- Any retailer established in business for at least two years is eligible to be nominated.
- Anyone—retailers, professionals, fans—may place a name in nomination.
- A panel of industry judges selects a group of finalists to be subjected to an in-depth examination based on the award criteria.
- Winners will be announced at a special ceremony at the 1996 Comic Book Expo.
- Previous winners are not eligible for nomination.

CRITERIA

The criteria for judging include:

- *Support of a wide variety of innovative material.* Providing opportunities for creators' material to reach buyers; stocking a diverse inventory.
- *Knowledge.* Working to stay informed on retailing as well as on the comics field.
- *Community activity.* Promoting comics to the community; maintaining relationships with schools/libraries; keeping active in social/business/arts community organizations.
- *Quality of store image.* Innovative display approaches; using store design creatively.
- *Adherence to standard ethical business practices.*

1997 Spirit of Comics Award Nominating Ballot

I nominate the following name in nomination for the 1997 Will Eisner "Spirit of Comics" Retailer Award. I understand that only retailers whose business has been established for at least two years are eligible for nomination and that any nominees found not to adhere to standard ethical business practices will be disqualified.

[Please print or type]

Nominee's Name _____

Store Name _____ Store Phone Number _____

Complete Store Address _____

_____

Please write brief statements explaining how your nominee excels in each of the following categories. Use additional sheets if necessary.]

Support of a wide variety of innovative material: _____

_____

_____

_____

Knowledge: _____

_____

_____

_____

Community activity: _____

_____

_____

_____

Quality of store image: _____

_____

_____

_____

Additional comments: _____

_____

_____

Mail Ballot to: "Spirit of Comics" Award, c/o Comic-Con International
311 Fourth Avenue #512, San Diego, CA 92101. Or you may fax it to: 619-544-0743

Ballots must be received by February 29, 1997

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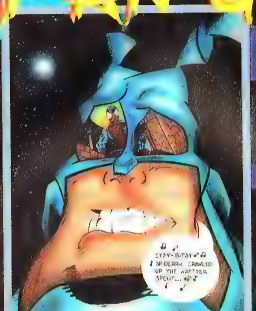
Diamond Comic Distributors • Marvel Comics

FAN GALLERY



FAN ARTIST OF THE MONTH

THE TICK MEETS SPIDER-MAN
John Neeld
Bellefontaine, OH

The Haul

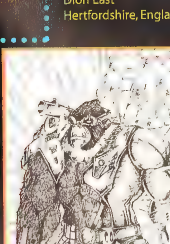
Watchmen Hardcover Collection With Slipcase

ARTISTS OF M

LADY DEATH
Dion East
Hertfordshire, Engla

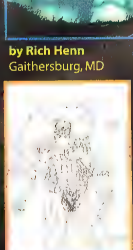
WOLVER-BEAVIS and SUPER-BUTT-HEAD
George Patsouras Astoria, NY

by Rich Henn
Gaithersburg, MD



CY-GOR
Steven Gleason Somerset, KY

BATTLE ROYALE
Christopher C. Ross Marion, OH



by Kevin Weston
Paterson, NJ

YOU LIKE TO DRAW?
YOU LIKE FREE STUFF

Each month, **FAN** picks the best artwork se
by our readers for us in the magazine. If yo
is deemed by the **FAN** staff to be the best
receives some way cool prize pulled from the
underground **FAN** vault o' valuables.
All entries must be addressed to **FAN GALL**
and include your name, age, address, and ph
number. And remember, nothing you send
returnable, so keep your originals.

HI THERE! I'M ICZER THREE!
WHO IS [illegible] AND WHAT IS [illegible] MISSION?
ICZER... THREE...?
COMING IN SEPTEMBER FROM CPM COMICS!

the facts up front

SPECIAL REPORT: ROB LIEFELD LEAVES IMAGE

Over the last few weeks, the **FAN** offices have received a barrage of faxes, phone calls, and mail regarding the recent announcement Rob Liefeld that he has departed Image Comics.

The communiqués began with a fax from Jim Valentino, of Shadowline Ink, announcing his resignation as scripter of Rob Liefeld's **Avengers**. Valentino's press release further explained his plans "to sue Rob Liefeld for wrongful termination and moneys owed," whi making it "perfectly clear that Marvel has nothing to do with any of this."

Directly on the heels of this transmission came a faxed press release from Extreme Studios declaring Valentino's announcement "libelous" and claiming "proof of Jim's payment to Marvel Comics. ..."The Extreme press release further stated that the matter would handled through their attorneys and Valentino.

It was at this point that Jeph Loeb (**X-Force**) was announced as the new scripter on Liefeld's **Avengers**. From that moment on, rum began to circulate in the industry regarding Extreme, Liefeld, and Liefeld's current Marvel projects. It wasn't very long until **FAN** was to get to the truth.

Rob Liefeld finally revealed his resignation from Image Comics, effective September 18th, 1996. Following this announcement, Ima Comics released information with even stronger implications, declaring, "At a meeting of shareholders of Image Comics, Inc. held to the shareholders approved a resolution to remove Ro Liefeld as the Chief Executive Officer, Chief Financial and Secretary of the Company.... The shareholders al approved a resolution to terminate Rob as a membe Board of Directors of Image Comics effective immedi Minutes before the meeting, the Company received written resignation from all of these positions." This r bore the names Erik Larsen, Jim Lee, Todd McFarlane, Silvestri, and James Valentino.

Amidst the rumors, Top Cow's Marc Silvestri issued lowing statement to **FAN**: "I'm amazed at the confusi with this! For the last time, Rob did not leave Image– was removed by the Image partners. In the corporat ture, two separate votes are required to remove a pa The first vote was taken (and unanimously approved THREE WEEKS BEFORE Rob supposedly quit. In other he pulled the classic, 'You can't fire me, I quit!' minute before the second and final vote to remove him fron Image was taken."

Silvestri also responded to rumors of Liefeld's studi ing away his talent, "As for Rob's attempts at hiring T artists and staff—when comparing our two compan can't really blame the guy for trying, can you?"

The confusion and controversy generated by these announcements has left many fans unsure of what e has happened, and what the ramifications are of the events. **FAN** went directly to the source for answers.

ROB LIEFELD SPEAKS

FAN: The question on everyone's minds- Why did you leave Image?

Rob Liefeld: Wow. Gosh. I'm not really sure I ca even begin to answer that question.

Will the fact that you're leaving Image affect your on the Heroes Reborn series at all?

I talked to the guys at Marvel, and I let them know th would have no effect on Marvel whatsoever. Their d with Rob Liefeld, not with Extreme Studios, not Imag Comics. I feel confident that this will have no affect They have been reassured of that.

Where do you see Rob Liefeld 5 years from now?

[illegible] That's just too far into the future. I, hopefully, [illegible] drawing a comic book and have a smile on my face.

In a recent FAN interview (#16), you were quoted as saying that "the Ip [Image] not breaking up. My studio [Extreme] is very important to me, but that Image 'I' is even more damned important to me." Do you still maintain that feeling?

[illegible] breaking up. All those guys are very important to me. My [illegible] ships with them are really important to me. We built a [illegible] company with a tremendous amount of potential. [illegible] very easy decision to make. It's been a tough [illegible] one I'd have to live with.

Regarding your leaving, will Image keep the "I" logo even though you designed it?

I don't see why not. It's true that I designed the logo and named the company, but when we started the company, we all decided to agree that And I have never believed that the Image "I" is mine to [illegible]

How does your relationship remain with the other guys at Image?

I don't anticipate that my relationships will change. The last time I saw any of them in person was in San Diego, and I enjoyed their company immensely. I talked to Erik Larsen and Jim Lee in the last week, and we had good talks with them. We see each other at conventions and we communicate as partners, but I don't anticipate it changing. If you're asking if I hold any ill-will towards these guys, I do not. They're a good bunch of guys.

Before getting back to the interview [FAN #16], you said, "There will always be an Image Comics. I'm committed to keeping it together." Is your move, separating from Image Comics, something that was necessary to keep Image Comics together?

At this time, we felt it best for everybody that something like this would happen. That interview came out just a few weeks before the convention a long [illegible] summer everyone's been working very hard to get their books out, and at the end of the day, we made a decision, and hopefully that decision everyone [illegible]

How do you respond to the rumors that Marc Silvestri's Top Cow Studios left Image because Extreme Studios/Maximum Press was hiring away their artists?

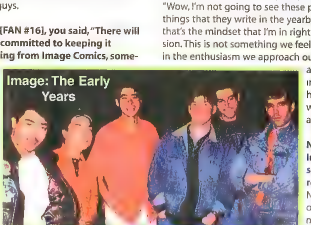
[illegible] honest as I know how to be with you. We got calls from [illegible] people in their organization who said they were looking [illegible] at and that they weren't under contract. It was an inker and [illegible] colorists we were fortunate to have call. And we worked [illegible] to get some jobs out of them, some of them we continue [illegible] work with. The talent pool needs to continue to be shared at the [illegible] companies. You've seen some guys at Extreme work for Jim Lee, Whilce Portacio, or Todd (McFarlane), and you've seen some of the guys work with us. But, the God's honest truth is that I have [illegible] spoken to Marc. Marc's probably the guy at Image I talked to [illegible] the most. If I talked to Marc once a year, that was pretty standard. I [illegible] deny it because they're on our books. But anytime a free-[illegible] considerable talent calls us up, my first question is, "Should you be making this call? Are you under contract?" It bothered me on the sheer fact that I had not talked to Marc for the better part of the last nine months, and somehow that was pinned on [illegible] People say things and you have to live with it.

What was the motivation for Jim Valentino (former scripter for The Avengers) filing a non-payment suit against you?

I have no idea. I don't know why Jim reacted the way he did. It's hurt me a great deal. I don't understand it. Sometimes things happen and you have to live with them. We'll find a way to get through that, too.

How do you personally feel about everything that's gone on?

I'm kind of melancholy. I'm blue. You know the last day at school, where you take your yearbook around, and you think, "Wow, I'm not going to see these people ever again." And the things that they write in the yearbook are very important to you, that's the mindset that I'm in right now. This was not an easy decision. This is not something we feel cocky about. I remain confident in the enthusiasm we approach our books with, and the characters and the comic books are what's important to the fans, and we have not lost sight of that. I would like some time to just let it all sink in.



(l-r) Whilce Portacio, Jim Lee, Hank Kanalaz, Rob Liefeld, Marat Michaels, Todd McFarlane

Now that you're separate from Image, are your titles going to start over with a massive relaunch?

No, no. I want my titles to get to one of those hundred-issue landmarks. Right now relaunching is definitely not in the cards. I don't think that's what the marketplace wants. Right now, they want good stories with good writers and good artists, and we will continue to strive to put good artists and writers together and come up with the best comic books that we can.

What does the immediate future hold for you?

It's a very melancholy time. All I have are very good memories of nearly 5 years. I was with Image Comics longer than any other organization. For now, we'll let things sink in. And then we'll be announcing some new stuff. We're excited about the future. I know it's hard to communicate that now because I'm very blue, but we'll get things going in a couple of days. I'm really excited for the next week, what's going to happen then. I'm excited today. After I hang up with you, I'm going to go buy my copy of **Fantastic Four** and hope they give me a variant cover. And I'm thrilled with **Captain America**, excited to get it out. And I'm even more excited about **The Avengers**. Everybody is really excited here.

At press time, Todd McFarlane and Jim Lee were unavailable for comment.

— Benn Ray

LIEFELD SUES IMAGE

Just as we went to press with this issue, **FAN** received the news that Rob Liefeld, Extreme Studios, and Maximum Press filed a lawsuit against Image Comics, Todd McFarlane, Erik Larsen, Jim Valentino and Marc Silvestri for the sum of $1,000,000. The suit claims "breach of contract, breach of fiduciary duties, conversion, libel, slander, and interference with contract."

Liefeld said, "I have been trying to resolve my differences with Image Comics in a reasonable manner. However, he claims Image has "responded to my efforts by engaging in actions that I believe are designed to smear my reputation and drive me out of business." Liefeld went on to charge "On September 20, 1996, Image Comics refused, to pay amounts due from the sale of our comic books. Despite my efforts over the last few weeks, I have been unable to convince Image Comics to pay these amounts. This has left us with no choice but to commence this lawsuit."

Stay tuned to **FAN** for further details.

the facts up from

HELLSHOCK ACTION FIGURES ARE DYNAMIC

Set for a Spring '97 release, Dynamic Forces has announced that, in conjunction with Palisades Toys and creator Jae Lee, the first series of **Hellshock** action figures will ship in the Spring of the coming year. As the first in what is sure to be an amazing line of toys from Palisades, the **Hellshock** figures will be available through specialty toy stores and comic book shops nationwide. According to Palisades Toys' Mike Horn, "We will go all out to produce a killer figure. **Hellshock** will be stunning... Collectors will need to have this one!"

—Christopher Woodward

ASH TRADING CARDS ARE ABLAZE

In conjunction with Unicorn Publishing, Event is set to release the first ever **Ash** trading card set. With 100 cards and a 10-card chromium chase card set, this is sure to be a huge hit with collectors. In addition to art by **Ash** co creators Jimmy Palmiotti and Joe Quesada, you'll find work by Amanda Conner, David Mack, Tony Harris, Nelson, and many others. With the recent Ash/DreamWorks deal and the upcoming **Ash/Azreal** crossover, there seems to be no end in sight for the runaway popularity of Event's superhero firefighter.

—CW

ENNIS HEADS FOR HEART-LAND

Garth Ennis and Steve Dillon, the tremendously hot team that brings you **Preacher** every month, are gearing up to bring you something decidedly different in January. **Heartland** will be on shelves January 22nd and feature the story of Kit, John Constantine's ex, as she deals with the return of her estranged sister in war-torn Belfast. A story of old wounds and vengeance, **Heartland** promises to be no less gripping, disturbing, or moving a tale than the monthly work you're used to from Ennis and Dillon.

—CW

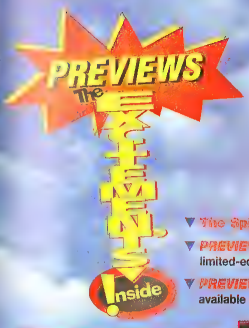
COMIC PRODUCTION CONTES

Before there is a comic book, there must be a script for that comic book (well, with notable exceptions). Some writers use "Marvel Style" leaving at least some of the pacing and structure to the artist, then adding the dialogue in at the end. Others prefer the "full script" me detailing a scene-by-scene breakdown of the action and dialogue ahead of time.

KNIGHTS ON BROADWAY

Joseph B. James (writer/the Executive Editor at Broadway Comics, is the scripter for their newest series, **Knights on Broadway**. In tion to co-creating most of Broadway's properties with Editor-in-Chief Jim Shooter and fellow Executive Editors Janet Jackson and Weiss, Joe also worked with much of the same gang at Defiant, their previous company. Now he's scripting **Knights on Broadway**, action-packed story of a group which is brought together to stave off the end of the world. To win **the signed script from Knights Broadway #1**, plus a copy of **Knights #1** signed by Joe James, artist Geoff Isherwood, and the Broadway gang, answer the followin question. The answer is in the comics: **What are Tamara's first words?**

Send this coupon (or a photocopy) to: Knights on Broadway Script Contest, Gemstone Publishing, Inc., 1966 Greenspring Drive, Ti Timonium, MD 21093. "Knights on Broadway" Broadway Comics. Normal Contest rules apply. Contest expires 12/1/96.



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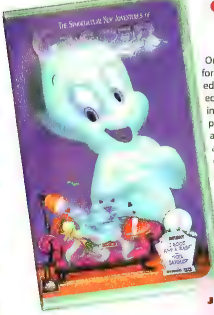
the facts

TECHNOLOGY+FEAR=GRIMLOCK

Intense and moody, set in a world where crime syndicates rule, **Grimlock** is a story much like the one we see played out daily in our newspapers and television reports. As issue #3 hits the stands this month, featuring a showdown between Grimlock and his enemies, a new force, the Messengers of Hate, are moving to capture or destroy Grimlock. A cross between **Swamp Thing** and *Blade Runner*, **Grimlock** has met with tremendous enthusiasm through its first two issues, and Mythic Press is geared towards the title's first Annual in 1997.

—CW



CASPER GETS GLOWING REVIEWS

Out now and just in time for Halloween are the first editions of Casper's animated television show on video in cool glow-in-the-dark packaging. You won't be able to miss these even after the video store closes, as they'll light up the shelves all night. And as one of the most popular animated shows on television, *Casper* is sure to light up television screens all over with these spooky episodes.

—CW

Why was Hal Jordan originally chosen to become a Green Lantern?

HEROES REBORN AGAIN

"The remaining heroes are not the kind of people who make the Marvel Universe sleep well at night," proclaims Kurt Busiek, writer on Marvel Comics' upcoming **Thunderbolts**. "We have the X-Men, who are considered a mutant-terrorist group. We've got Spider-Man, who's not terribly well-trusted. We have the Hulk..."

To fill the void left by the disappearance of Earth's Greatest Heroes, Busiek and artist Mark Bagley have created a new team that will fight the good fight...while smiling for the cameras. "The Thunderbolts are going to step up to the plate and fight the kind of villains that the Avengers and the Fantastic Four would've handled, while being that kind of heroic, good guy team that the Marvel populace *needs* to believe in."

"These are all new heroes with the exception of their leader, Citizen V, who has some history of his own," Busiek continued. "The original Citizen V was a freedom fighter behind enemy lines in World War II. And in the fading days of the war, the original Citizen V was killed by Baron Zemo, so this is the grandson of the original hero."

According to Busiek, Citizen V will be joined by newcomers Meteorite, Atlas, Songbird, M.A.C.H. 1 and Techno.

Readers can look for the introduction of the Thunderbolts in **Incredible Hulk** #449 in November, while their ongoing series is slated to start up this coming February.

—Scott Braden

TOP COW BRINGS VARIANT DARKN TO NOVEMBER

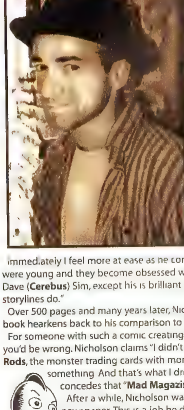
After months of waiting, readers will finally get to see the r Top Cow title debut in November, as **The Darkness** become Silvestri's first regular Top Cow series work in over a year. The will further feature the writing talents of Garth **(Preacher)** E and a special variant "Dark" cover, available as one out of eve four copies. The book concerns Jackle, a hitman who's becor embodiment of darkness, which brings with it both a vast amount of power and quite possibly a rather nasty curse. Ennis' writing is more than up to the task, and his fans can expect the usual amount of violence and mayhem, mixed with elements of the supernatural.

—CW

some seek justice.
some seek vengeance.
they're just in it for kicks.
thrillkiller
Howard Chaykin. Dan Brereton.
Three issues.
ELSEWORLDS
DC

the facts up front

JEFF NICHOLSON: THROUGH THE HABITRAILS AND BACK



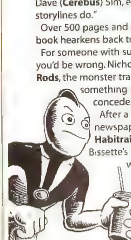
I've hated gerbils ever since I was badly bitten by one as a child, and to this day, I don't ev
want to see one again. So when I meet Jeff Nicholson, the creator behind **Through the Habitrails** (the story of a man's dehumanizing experience in the work place that becomes inflamed when the Gerbil King visits him and begins to influence his life), I feel a little unea
when I notice that he's got a look in his eye that's not quite right; immediately I liken it to
Cheryl, my viscous childhood pet gerbil. However, being a professional, I note
it and begin with the interview.

Nicholson's history in comics can be traced back to 1981. At the age
of 18 (y'know, the age most of us spend hanging out at the mall, chas
ing girls, or ditching class) he self-published his first underground
comic. However, regular employment in the comic business didn't
come to him until 1986, when he rediscovered self publishing in the
midst of the black and white boom. That year he began a series that
spanned until 1991 called **Ultra Klutz**. It ran monthly for about two
years and then shifted into a less frequent schedule. Nicholson
describes it "as a parody of *Ultra Man*, the TV show. And now, looking back,
the best way to explain it is 'Jeff Nicholson's obsession.'" Obsession. Maybe
that's the odd look in his eyes. He slowly begins to remind me less and less of
a gerbil.

Immediately I feel more at ease as he continues, "A lot of young writer/artists have something they created when they were young and they become obsessed with it, this is their story that they have to tell. That's kind of what happened to Dave (**Cerebus**) Sim, except his is brilliant (laughs). Mine was a fun parody that got more intricate, like a lot of those big storylines do."

Over 500 pages and many years later, Nicholson released **Ultra Klutz: Book One** in the Spring of '96. The size of the book hearkens back to his comparison to Sim; it very much resembles a **Cerebus** "Phone Book."

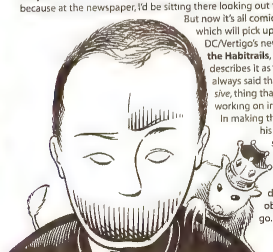
For someone with such a comic creating obsession, you'd think that Jeff Nicholson was a big comic fan as a child, but you'd be wrong. Nicholson claims "I didn't read a lot of comics as a kid. One of the things that turned me on was **Odd Rods**, the monster trading cards with monsters and hot rods. They had **Odd Rods**, **Odder Rods**, and **Son of Odd Rods** or something. And that's what I drew for hours and hours like a lot of little boys. cars and monsters." However, he concedes that "**Mad Magazine** was a big influence. It's comics, but it's not—it's different somehow."



After a while, Nicholson was forced to put his epic **Ultra Klutz**, on hiatus as he took a job working for a newspaper. This is a job he describes as "A real drag at first, but it turned into material for [**Through the**] **Habitrails**." **Through the Habitrails** was Nicholson's next project and it was serialized in Steve [**Tyrant**] Bissette's anthology, **Taboo**. Nicholson says, "I spent a year at this newspaper and got material for the book, which, unlike **Ultra Klutz**, was totally spontaneous and came out of that one year of working."

Through the Habitrails was then based on Nicholson's experiences with the daily grind that wears us all down and the co workers that get under our skin. But exactly how did the people that the characters were based on react? According to Nicholson, "Some of the marginal characters read it and didn't have a problem. But the Doomed One (a character from the book)...someone slipped her a copy of it and I got some pretty nasty looks. That's why I left the company (nervous laughter). I saw her in a parking lot, and I thought she was going to run over and deck me."

Fortunately for Nicholson, things have been going well enough for him and his self-publishing company, Bad Habit, that he's been able to do something that most of us only dream about—quit his day job. He admits, "Eight out of the last ten years, I've been self-employed with comics. I thought about getting back into the world, and I went to landscape maintenance because at the newspaper, I'd be sitting there looking out the window and wishing I were pushing a lawnmower."



But now it's all comics, all the time. Currently, he's working on self-publishing **Father & Son** #3 which will pick up where the Kitchen Sink series left off. He also just finished a one-shot for DC/Vertigo's new series, **The Dreaming**. And Nicholson is working on a sequel to **Through the Habitrails**, which was recently collected and released as a trade paperback. He describes it as "in the idea stage. It's something fans, friends, and people in comics have always said that I should do. I've always thought it was more of an oppressive, not *impressive*, thing that I had to do that just took a lot to work on. It's something I want to start working on in the future."

In making the move from self-publishing to a corporate book, Nicholson describes his motivation, saying, "There are different camps of comic creators, and sometimes the ones who self-publish scoff at working for the big companies when they've never done it. So I thought I should really try to have all of the experiences before I can have an opinion about it." So he is free to scoff, even though Vertigo "invited me to do more, with **Verité** I don't know, though, if that's what I really want to do," Nicholson says as that obsessive gerbil-like look returns to his eyes. "I don't know if that's where I wa
go."

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The Madness begins December of 1996.

rcadia: The Wyld Hunt ... Reserved. ... 1996 ... All Rights Reserved.

RUMOR HAS IT...

- Fans can expect a *new* Winged Wonder to fall out of the sky in upcoming issues of **Justice League America.**

- It's more than possible that Grant (**Justice League America**) Morrison and Frank (**Flex Mentallo**) Quitely are now working on a new **Justice League America** Prestige Book for release later this year. Presently Morrison, with painted art by Quitely, the book will feature the return of the infamous Crime Syndicate of Amerika, wiping horrible deaths in **Crisis on Infinite Earths** (!).

- Fans may want to look for Jim (**Shadowhawk**) Valentino to soon be pressed over a possible reprint of the eclipse comic line, including **Miracleman**. This move may come about as a result of his recent role in the upcoming alt. imagery

MAJOR LEAGUERS

What do the new Green Arrow and Aztek, The Ultimate Man have common? They're playing with the big boys now.

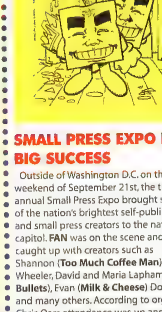
"The Justice League America has a membership drive in issue #5," Grant Morrison recently told **FAN**."In **JLA** #6, Superman and Batma discuss which of the front runners, Aztek or Green Arrow, will make By **JLA** #10, readers will see that they both will be part of the team with Green Arrow as the first new member and Aztek, the Ultimate joining up a little later. Aztek is going to be the first member in sor time who's actually a new superhero that we haven't seen before."

For the first time, Morrison and Mark Millar will also explore the d sides of joining the World's Greatest Superhero Team in **Aztek, Th Ultimate Man** #10. "We're trying to show the readers what a hero do to get into the Justice League," Millar revealed. "What you woul in this issue is what candidates need to go through to become a m ber of the Justice League and the secret signals that are shown…t sort of thing." No secret decoder ring and a hardy pat on the back these guys....

TOP COW/ MARVEL CROSSOVER MADNESS

Starting in December, Marvel and Top Cow will be crossing over their coolest characters to bring you the match-ups you've been waiting for. For eight weeks throughout December and January, you'll find a crossover a week on shelves near you. Leave it to **FAN** to bring you a complete list, in order, of what books to expect: Dec. 4—**Weapon Zero/ Silver Surfer**; Dec. 11—**Cyblade/Ghost Rider**; Dec. 18—**Ghost Rider/Ballistic**; Dec. 26—**BallisticWolverine**; Jan. 8—**Wolverine/ Witchblade**; Jan. 15—**Witchblade/ Elektra**. Jan. 22—**Elektra/Cyblade**; Jan. 29 –**Silver Surfer/ Weapon Zero**.

-Jeff Dillon



SMALL PRESS EXPO BIG SUCCESS

Outside of Washington D.C. on th weekend of September 21st, the t annual Small Press Expo brought of the nation's brightest self-publi and small press creators to the na capitol. **FAN** was on the scene and caught up with creators such as Shannon (**Too Much Coffee Man**) Wheeler, David and Maria Lapham **Bullets**), Evan (**Milk & Cheese**) Do and many others. According to on Chris Oarr, attendance was up and enthusiasm level was higher than seen at previous years' shows. Eve included a reception Friday night ators and fans alike, and a comic tion Saturday to benefit the Comi Legal Defense Fund, which was d resented at the show as well.

MAYFAIR'S SETTLERS SELLS OUT

For the past two years, Mayfair Games has brought Americans their version of the German Game of the Year, and this year is no exception. Just in time for the holiday season, board game fans can look for **The Settlers of Catan**, last year's winner. Blending elements of strategy, cunning, and luck, players try to become the dominant grou on a remote island by building settlements and cities. Like Mayfair's pre ous Game of the Year winners, **Settlers** is great fun. With copies already becoming difficult to locate, Mayfair has had to go back and publish a second printing of the game, a remarkable occurrence for a game that's less than a year old in this country.

—C

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COMPANY NEWS

Compiled by Toph "Shaman to the Stars" Woodward, with a couple of assists by Benn "Too Busy to Tarot" Ray. Oh yeah, one quick question, just how many nude variant covers does one industry need?

AC COMICS

Femforce #98, available this month, will be released in both an English version and a Spanish version. The Spanish version will include subtitles at the bottom of every page to briefly explain what's going on in each scene. All of this is in preparation for the landmark **Femforce** #100, to be released in December, quite possibly in two versions as well.

ACCLAIM

A new **Armed & Dangerous** mini-series starts in December from the House of Fabian, with a story and art by Bob Hall. Including loads of dames and guns and a murderous dwarf from Cork, this is sure to thrill the kids like never before. • The first quarterly Acclaim title hits the stands in December as well, when fans can look for **Turok** #1 by Fabian Nicieza himself. With the current Turok dying, college sophomore Josh Fireseed is called home to assume the mantle of Son of Stone. And you know he's got to be glad about that.

ACTION PLANET COMICS

Action Planet #4 hits the stands of this little planet we call New Earth in December, with a huge line-up of powerhouse talent. Including five different stories by creators such as Jerry Ordway, Mike Manley, Phil Hester, and more, this is sure to be an issue packed with excitement. And at 64 pages, you can bet the fun won't let up, lads and lasses.

ADHESIVE COMICS

Need your caffeine fix? Is one cup not enough? Well, you mover and shaker, Adhesive's got the cure for what ails you. Go out and grab the first Too Much Coffee Man coffee table book (it's about time, Shannon), called **Too Much Coffee Man's Guide for the Perplexed**. Pouring on the java at over 100 pages and no ads, this includes all the old, rare, and unusual stories you may have missed, no matter how dedicated a fan you are. And just in time for the gift-giving season.

ADVANCED GRAPHICS

You've seen the life-sized celebrity cardboard standups all over the place; you may have even posed with one. Advanced is the company that brings them to you. And starting this month, they're bringing you even more, as they add Warner Bros. Bugs Bunny, Marvin the Martian, Tasmanian Devil, Tweety, and Sylvester to their ranks of the coolest on cardboard. Also out this month are new *Star Wars* characters, including Obi-Wan Kenobi, Princess Leia in Bondage, and more. Check your local comic store to find one of these to bring home for yourself.

ALTERNATIVE PRESS EXPO

The fourth annual Alternative Press Expo will be held in San Jose, CA on Saturday, February 1, 1997. The focus of APE is alternative (hence the title), small press, and self-published work, ranging from mini-comics to 'zines to non-superhero titles produced by larger companies. Creators scheduled to appear at this year's event are Jhonen Vasquez (**Johnny the Homicidal Maniac**), Andi Watson (**Skeleton Key**), and many more.

ANGEL ENTERTAINMENT

Just in time for Christmas, it's **Vampire Girls: Poets of Blood** #1. In musty graveyards and shadowy crypts, the poets battle the forces of evil, including Death itself. And, as if that's not enough, the book will arrive in regular, nude, and ultra-violent nude editions. Nothing says Christmas like an ultra-violent nude edition comic book.

ANTARCTIC PRESS

The first **Antarctic Press Jam** hits those happy comic stands nearest to your heart in December. With work by Ben Dunn, Fred Perry, Joseph Wight, and Ted Nomura, this is sure to be a showcase for these talented guys and their fantastic creations. Featuring some of Antarctic's longest-running titles, this is a perfect way to get acquainted with books you may have been missing. • **Bad Office Poison** #2 ships in December as well, and it con-

tinues the interesting story of group of friends dealing with an odd problem in their relationship with one another, you haven't checked out the book, give Alex Robinson's creation a shot. • The Hepcats comeback continues as **Hepcats** #1 arrives in the in December. Featuring a new cover illustration and new back-up serial, this is a great place to start if you've never taken a look at **Hep**

ARCHIE

Sonic Blast #1 comes blaz at you this December, fea that speedy denizen of t video gaming world we've come to know. Watch th little hedgehog run ramp on an island full of precio gems—including Chaos

ATTENTION PUBLISHING

Set in January, watch for plenty of conspiracy, secrets, and death from Doctor **Cyborg** #2, with a story by Allan Gross and art by Mark Wheatley, Marc Rempel, and Damon Willis, this should be a full throttle trip into the depths of 1950s mystery.

AVATAR PRESS

Shipping in January from Avatar Cat's incarnation in human form, according to **Webster's** for those of you who are curious is **Lookers** #1, about a detective agency run by sisters. Of course, on their first case, the sleuthing sisters are asked to locate an alien artifact which seems to be popping up all over lately. Speaking of which, don't overlook the nude variant cover for this one, just the right thing to ring in the new year.

BIG ENTERTAINMENT

December is a big month at BIG (where the name) as they release the Mickey **Spillane's Mike Danger Collection**, 160 pages, including issues #1-6 of this bold series, as well as an all new short story by Max Allan Collins make up this trade paperback just in time for the season of giving. this is sure to bring a smile from the kids. • Featuring 10 full pages of interior painted art, **Beach High** #1 hits the stands in December. A perfect tale for the winter, this one concerns a Miami beauty contest that goes awry when two of the contestants turn up dead. Hate when that happens.

BONGO

After years of vicious hatred, to-the-death battles, and petty name calling, Homer Simpson is finally reconciling with his worst enemy—his brain. Perhaps the staff here could take a hint from the events in **Simpsons** #27 coming in December. See Homer Simpson change from bovine to Einstein as all of Springfield reels from the repercussions!

BROADWAY

Coming at you from the House of Shooter in December, it's **Knights on Broadway** #6. Part six of this mega-epic features all the seeds of the past finally bearing fruit. Sounds very earthy. Gotta like that. And you gotta like that nifty Isherwood art and Joe James story, kids. • **Fatale** #8, also happening in December, features a Bill Sienkiewicz cover. Cringe in horror as giant robots are unleashed upon the city. Rush to the stands to find out what happens!

CALIBER

From the Tapestry side of things at Caliber, it's **Dreamwalker** #1, released in December and featuring a brand new story from creator Jenni Gregory. As one of the most unique books on the market, **Dreamwalker** follows the story of Karen Brinson, a woman who can project herself into the dreams of others, an ability she's still learning to control. Get in on this book now, as it finally starts to reach the larger audience it deserves. •

Caliber One Shot: Tatters #1 hits the stands in December and weighs in at 48 pages of brand new story from Steve Jones and Aldin Baroza. Set in the year 2025 as America tries to fight its way back from self annihilation, this is certain to be an interesting story.

CALLING ALL HEROES

It's Christmas in December this year as Gary Cramer releases the premier issue of his very fine comic, **Parafrenic**. With a bizarre yet cool art style and enough cameos at the local comic character's hangout to get him sued instantly, whether you're a fan or a comic libel lawyer, you'll want a look at this one. Check out the November **Previews** catalog for ordering information. Don't forget!

CHAOS! COMICS

Out in December and just in time for the festive holiday season, it's the signed, limited edition **Lady Death: The Odyssey** #1. What fan wouldn't be happy to find this lovely item in their stocking? Bagged with a certificate of authenticity and limited to 2,500 copies, this is certain to be sought after by collectors for years to come.

CLAYPOOL COMICS

Elvira #45 hits the stands in December, and it features a color photo cover that's sure to make heads turn. The story's a winner too, as the Mistress of the Dark judges a battle of the bands where horrible accidents are befalling contestants.

COSMIC LUNCH-BOX

The company with the best name in comics brings you the second issue of their anthology **Lunar Donut** this December. Starring Nick Steed, Captain Happy, and Rubberboy & Monkeyboy, this one's got something for everybody.

CREATIVE LICENSE

Shipping early to arrive in plenty of time for the holidays, it's the Wolverine Holiday Ornament, out in November. Sculpted in cold-cast porcelain with a gold painted finish, this is one festive mutant! • Also in November, it's the Silver Surfer sculpture. This edition, sculpted by Dene Musson of Synapse, stands 10 inches high, and will be limited to opening orders only. And it is in no way festive.

CRUSADE

The event in December from the House of Tucci is the conclusion of the **Shi/Daredevil** crossover. One of Billy Tucci's ambitions since childhood has been to do a Daredevil story and he's promised to pull out all the stops. With direct ties to the regular **Shi** continuity, this is a story that will surely affect **Shi** for issues to come.

FANTAGRAPHICS

CUSTOM COMICS OF AMERICA

Putting the beaver back in comics, it's **Rooter** #2, out this month from the nice folks at CCA. Ostensibly the adventures of a rather bad-ass beaver, Rooter is like no other book out there.

DARK HORSE

From the Legend imprint in December, readers can look for Frank Miller's next casual masterpiece in the form of **Sin City: Lost, Lonely, and Lethal**. Featuring two all new stories, as well as one hard-to-find previously published story, this installment features art in black and white with a tinge of blue. • **Predator: Kindred** #1 is out in December, and it marks the first issue of a brand new **Predator** series. Featuring art by Brian O'Connell and Roger Peterson and filled with repression and loads of killing, this should continue along the same lines fans of DH's **Predator** have come to expect. • The one-shot **Aliens: Lovesick** hits the stands in December as well, and it concerns a boy with a crush, an Insane Doctor, and, of course, aliens galore (hence the title).

DC

In December, it's the Maniacs of Mayhem in a crossover the likes of which the world may not survive when Lobo parties with the Mask. This 2-issue, prestige format series features the crafty stylings of those Captains of Chaos, Alan Grant, John Arcudi and Doug Mahnke. • Also there to help feed your crossover fever, it's **Batman/Captain America**. Elseworlds-style, Writer/artist John Byrne is behind the reigns as the Dark Knight and America's Hope take on...what else, Nazis! Well, they also battle the unholy alliance of the Joker and the Red Skull. • And what crossover diet would be complete without **Catwoman/Vampirella: The Furies**? Join Chuck Dixon, Jim Balent, and Ray McCarthy in this one-shot as they create a trail of blood and deceit that leads directly to the Penguin. • And finally, any questions about the Question will be answered in December

DIVERSITY COMICS

Alpha Korps #2 arrives in November and, like all the **Alpha Korps** books, will be in full digital color. Concerning the protection and defense of our planet (that would be New Earth, remember?), check this book out to see how super-powered soldiers deal with interplanetary threats.

EXHIBIT A PRESS

Shipping in December from creator Batton Lash is **Wolff & Byrd** #14. The issue concerns the councilors of the macabre venturing down to New Orleans to deal with a bunch of vampires at Mardi Gras. In the process, they sink their teeth into some gumbo and take care of the case at hand.

EXTREME STUDIOS/MAXIMUM PRESS

The crossover you've all been waiting for happens in November from the House of Liefeld, as **Avengelyne/Warrior Nun Areala** captures the stands everywhere. These two heroines find a common bond as they assault the legions of the Dragon here on Earth in this huge special. With work by Liefeld himself, this is one you won't want to be without at Thanksgiving dinner. • Extreme recently announced that Scott Clark (**StormWatch**) will be coming on board the Extreme team beginning in December with **Avengelyne: Armageddon**. This new project will be spinning off from the best selling **Avengelyne** title

FANTAGRAPHICS

Gilbert Hernandez's **New Love** has been a hit with fans and critics alike since its debut last July. His extremely popular "Letters From Venus" storyline has been the book's most popular feature, and now **New Love** #3, due out in December, will almost entirely feature that storyline. Part of that will include a retelling of a previous story, but from a different character's viewpoint. • Also in December is **Schizo** #3, by Ivan Brunetti. Featuring a new low price and the same life-affirming, warm-heart ed stories you're used to, this is one you won't want to miss.

FLUMMERY

Both the name of the company and the name of the comic, **Flummery** is the creation of Jeff Sharp and Scott Miller, and is something of an anthology of stuff you won't find anywhere else in the industry. And yes, that is a good thing. The current issue proves, once and for all, that there really is nothing worse than swallowing a cricket. Find out for yourself for a scant 2 bucks from 1190 West Northern Parkway #518, Baltimore, MD, 21210.

HARRIS

Vampirella Lives #1 ships in December, and it marks the beginning of a new mini-series by Warren Ellis, with art by Amanda Conner and Jimmy Palmiotti. As Vampy finds her self in a strange, new city, she must grapple with a private grief. • **Vampirella Strikes Annual** #1 also hits the stands in December, and it delivers 32 pages and a painted cover by Adam Hughes. In this one, the Vamp-lady is drawn to Manhattan, in search of ble and violence, which, let's fa New York is somewhat kno for.

HORIZON

Out in November, it's the Whirly-Bat, the single-seat, open helicopter that the Golden Age Batman and R once patrolled Gotham in back when. These solid mo kits will bring to life these sic vehicles in 1/24 scale a include seated Batman an Robin figures to man the Check with your local reta for more.

IMAGE COMICS

Stay tuned...

ISM STUDIOS

Great Big Beef is the nam the comic, and it has noth do with beef, though that least confusing thing abo

November brings us issu which is something like monochromatic acid trip the Chicago subway. So can look for **GBB for the Impaired**, an audio vers the book. Write creator Talom at P.O. Box 577691 Chicago, IL, 60657, and a just what the heck's goi here.

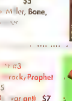
Which member of Lee's WildC.A.T.S ho memories and psyc "America's first s hero," John Col

Who says you never get a second chance?

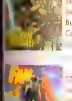
Not Overstreet's FAN!

Finally! FAN back issues are available for you to buy direct from us. We've received a lot of mail over the last few months asking us about the availability of our back issues, so we're responding. We know a lot of you missed an issue or a variant cover back then or really want to read an article you've heard about but can't find. Well, we want your collection to be complete. These are *not* reprints, but simply the issues we have left in our warehouses or here in the office. So act now! When these are gone, they're gone for good and will never be available again!

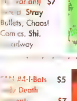
FAN #1-Superman vs. Alien (gatefold) $10
Superman/Alien, WildStorm Rising, Lady Rawhide, Rezor, Spawn



FAN #2-Batman $5
Jeph Loeb, Tim Sale, Frank Miller, Bone, Batman: Mad Monkey

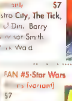


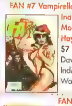
FAN #3 Kirkman's Prophet $5
Robert Kirkman, Jeff Nentrup, Image Expo '97 $7
Jeremy Haun, Stray Bullets, Chaos! Comics, Shi, Steve Gallacci



FAN #4-I-Bats $5
Chuck Dixon, Graham Nolan, Death Dealer $7
Astro City, The Tick, Joel Dinn, Barry Kitson, Simon Smith, Steve Ward

FAN #5-Star Wars $5
Dark Horse Comics, Star Wars (variant) $7
Kevin Dooran, Star Wars, Strangers in Paradise, Nancy Collins





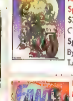
FAN #6-Spawn/WildC.A.T.S (gatefold) $5
Awesome (photo cover variant) $7
Jim Lee, Todd McFarlane, Alan Moore, Starman, Marc Silvestri

FAN #7 Vampirella $5
Indie Jam Cover (Terry Moore, Dave Sim, Drew Hayes, etc.) (variant) $7
Dave Sim, Vampirella, Indie Press Special, Walter Koenig

FAN #8 Ash (double issue) $6
Rezor (variant double issue) $8
Sandman Retrospective, Ash, Alex Ross, X-Men, Razor, Tomoe, Chris Bachalo 1995 in Review, The First Annual FAN Awards

FAN #9 DC vs. Marvel $5
Lady Rawhide (variant) $7
Jim Lee, Rob Liefeld, DC vs. Marvel, Madman The Savage Dragon

FAN #10-DefCon4 $5
Person Elves (variant) $7
Drew Hayes, Paul Dini, Bruce Timm, Mars Attacks!, DefCon4



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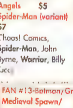
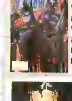
Spawn, Mark Waid, Alex Ross, Toy Fair '96, Kabuki, Independence Day





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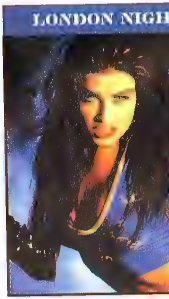
KITCHEN SINK

It's allegory month, as the 112-page, full-color graphic novel **Oink** arrives in time for Thanksgiving. Telling more of John Mueller's story of allegorical horror, this hefty book takes the reader to a twisted future where genetically engineered slaves toil in Heaven. Unfortunately, Oink witnesses a disturbing execution, and trouble soon follows. Hate when that happens. • But that's not all, in November it's **The Silent City**, Erez Yakin's wordless allegorical (see?) graphic novel written when the author was only eighteen. Inspired by **Fritz Lang's Metropolis**, this is an exquisitely detailed exploration of suppressed human emotions.



LIGHTNING

Starting off the year is the **Hellina 1997 Pin-Up Special**, a book choc full o' Hellina. Look for interpretations from Deodato Studios, Jeff Rebner, Frank Toscono and many more. And don't forget; there are four, count 'em, four different covers for this one, two of them nude variants. And nothing says Happy New Year quite like a nude variant.

LONDON NIGHT

After the huge success of London Night's **Razor**, the company is now set to release **Embrace** as part of its joint deal with the Hollywood-based Ministry of Film. The book will be written by Everette Hartsoe, while the flesh-and-blood inspiration for the book is none other than musician and model Carmen Electra. Most recently seen as a regular guest-host of TV's *Entertainment Tonight*, Electra's Embrace character will be a vampire of royal lineage who won't have to tolerate John Tesh's music. Look for the three-issue series to hit stands on Halloween, of course. • Look out in December for **Ultimate Strike** #1, the return of Razor's half sister Stryke. Written by David Quinn, this is the first book in the new 5-book mini-series from the House of Hartsoe. Available in both a regular and nude edition, this is one stocking stuffer you can't go wrong with. • Also in December, watch for the conclusion of the **Hellborne** mini series, as issue #3 appears at stores near you. As LNS's first group book, **Hellborne** has been full of surprises and unlike any other group story in comics.

LOOKING-GLASS STUDIOS

Creator Jennifer King releases the first issue of her broad, interweaving story **The Eight Beast** this month. As the millennium approaches and talk of the end of the world circulates, King delves into the idea that the end may already be upon us. What's worse, she may well be right. A dense, well-drawn book with a perfectly timed plot, you'll be glad you picked this one up. **The Eight Beast** is $3.00 an issue from 4612 Billingsley 33, Midland, TX, 79705.

MARVEL ENTERTAINMENT

Well, OK, let's see, that **Heroes Reborn** stuff is still going on. • In December, find out if Deadpool has a heart let alone heartstrings for someone like, say Copycat, to tug at as he jumps head first into a den of assassins in **Deadpool** #2. • With the Fantastic Four AWOL, S.H.I.E.L.D. decides to get a free equipment upgrade courtesy of the empty Four Freedoms Plaza. Plus, Marvel's new supergroup, Thunderbolts, get thrown to the sharks in a media rush. All this in **Marvel Universe** #1, a one-shot due in December. • It's the one you wanted. You may not know that you wanted it, but you did. It's the **Howard the Duck Holiday Special** (kids, ask your dads to explain this character if you've never heard of him, see if dad turns red—if so, repeat this line of questioning with a character called Devil Dinosaur). A gig as a department store Santa leads Howard to the North Pole to combat the forces of Hydra and free the real Santa.

MILLENNIUM PUBLICATIONS

Out this month from creators Dean Haspiel and Josh Neufeld is **Keyhole** #2, a modern comic with a feel all its own. Eccentric and eclectic, yet always a challenging, thought-provoking read, if you've never checked out **Keyhole**, do yourself a favor and give it a try. Available for $3.00 an issue, write to 105 Edgewater Rd., Narragansett, RI, 02882.

MOORE CREATIONS

From the diabolical hands of Clayburn Moore himself comes the solid-cast porcelain Evil Ernie sculpture. Poised in his graveyard lair and ready for action, Ernie's never looked better. Strictly limited to 2,500 pieces on a 14" base, this ships in December and would make a wonderful addition to your holiday train garden or perfectly under the tree.

NBM PUBLICATIONS

January is all about **Women**. We're talking about the collection of cover art from Spanish artist Luis Royo, finally coming back into print after much demand, and featuring most women subjects (hence the name). Containing a of fantasy, sci-fi, a sensuality, this is a fi collection for any fa comic book art.

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A vicious serial killer is terrorizing the city. The murderer seems to be a vampire. As the police force combs the city in search of clues, a young woman finds herself increasingly attracted to a charming, dark stranger. Is it possible that he's Vlad the Impaler and has journeyed through time in search of his one true love?

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OLYOPTICS

Out this month is **Armature** #1, from creator Steve Oliff. The first part of a six issue series will begin the story of the strange, alien-like creature trying to find his way in a land he doesn't understand. Issue one also features a special appearance by the Maxx and a two-page art cameo by Bill Sienkiewicz. This thoughtful, interesting comic is one you'll want to check out.

order direct for $3.00 a copy from Box 51117, Centre Domaine, Montreal, Quebec H1N 3T8, Canada.

SIRIUS

November is a big month a **Poison Elves** #18 is release The issue tells of Lusiphur's return to Sanctuary after h been "occupied" for many issues. With the usual excell work by Drew Hayes, this is key part of the story you

won't w to miss. * Als November is the third issue of the monthly **Reality C** comic, which seems growing in popularit leaps and bounds. Joi Catreece and Ranklech for more zany computh hijinks as they prepare rocket to Jupiter.

SLAVE LABOR

Start the new year off righ **Action Girl** #10 from Sarah Dyer. This big issue of ever one's favorite all-girl antho features new work from th sensational Chris Tobey, th dashing Stephanie Gladden, and m All of that plus news and revie you know you love. This is will not feature a nude va cover. * And who can resis eloquent and refined styl **Slacker Comics**? Be sure for issue #12 in January, a Randy heaps on the rage, and misery like only he k how. We defy you not to l Actually, we just defy you

SLAVE LABOR

SCARLET ROSE PRODUCTIONS

Variations on the Theme #5 appears in December from the talented pen of Francisco Manuel Rosa. This thematically linked series has been consistently more interesting with each issue, and #5 promises to challenge readers even further, as a woman tries to start her life over again, despite what her heart may be telling her. Ask your retailer about this one or

Which West Coast Avenger was once married to Marvel Comics' Hawkeye?

SYMPTOM COMICS

Modern Grimm #1 is the book to look for in December. Join Grimm as he sets about to tell the many billions of stories in the universe,

...ecially for issues that ...ve never dreamed of in ...his first book from Adrew ...ugh and company. Bug your ...dder to order this one or ...send $14.95 copy to 1410 W. ...rsville Rd. Ogden, UT, ...ed it.

TOP COW

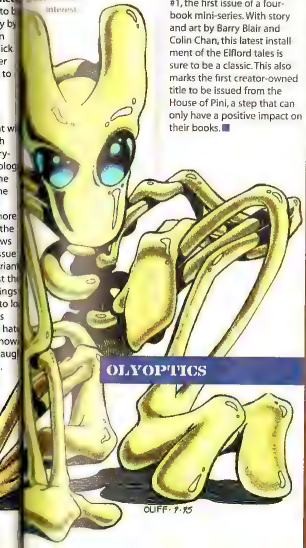
...Mouse of Silvestri recently ...nounced that the much ...ipated Arcanum has ...been pushed until early ...According to creator ...Brandon Peterson, the title's ...delay has given him extra ...e to make the story "as ...d as it can possibly be." All ...sters for Arcanum have ...n cancelled and the book ...ll be relaunched at the ...beginning of the year. • Watch ...for Shelter in November, as ...the Darkness #1 will be on ...racks with a limited vari- ...Dark" cover. Available only ...in one out of every four ...copies, this is certain to cause ...great collector ...interest.

TOPPS

Topps' **X-Files** comic hits #25 in the month of December, and it's sure to be yet another thrilling issue. Mulder and Scully investigate members of a top-secret CIA agency being murdered, and wouldn't you know it, they uncover some of that nasty conspiracy stuff. Hate when that happens. • **Mars Attacks the Savage Dragon** could well be the most interesting crossover of the season, and it hits in time for Christmas, right when that movie thing they're doing should be on screens. Watch Topps' little green men take on Image's big green man as the Dragon is captured by aliens and has to deal with them on their own turf in a full-tilt attack (hence the name).

WARP GRAPHICS

Warp starts off the year with a bang as they release **Elflord** #1, the first issue of a four-book mini-series. With story and art by Barry Blair and Colin Chan, this latest install ment of the Elflord tales is sure to be a classic. This also marks the first creator-owned title to be issued from the House of Pini, a step that can only have a positive impact on their books. ■



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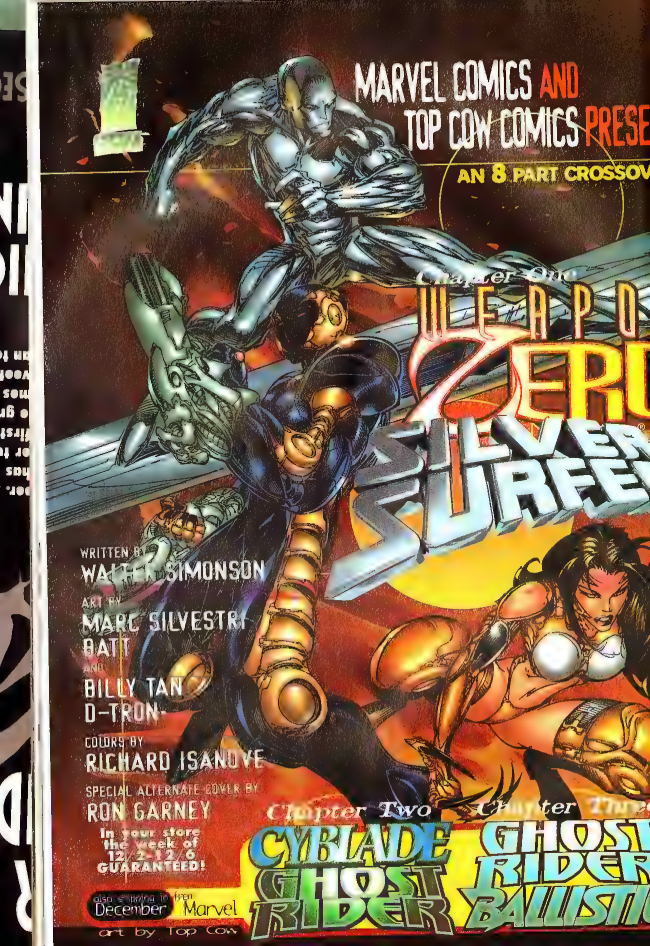
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art by Top Cow

Devil's Reign

Mephisto's Back...

Chapter Four

Ballistic Wolverine

Written by
Larry Hama

Art by
Joe Benitez
Aaron Sowd

Colors by
Dean White

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TRAVELING SOAPBOX

by Terry Moore

In music it was called New Wave. It occurred around the late '70s and became a major force within a couple of years and changed the direction of the entire music industry. You see, when rock and roll began it was all about people like you and me, singing and playing music that stirred our collective young souls, and you didn't have to be a Juilliard graduate to do it. It was a rebellion against 300 years of elevator music and it was so exciting it whipped the world up into a frenzy and left it sweating, exhausted on the sheets.

And that's when the business men moved in. Rock became big business. Billions of dollars were at stake. Promotion took precedent over substance. Glossy fan magazines, music stores in every town, tours, signings. Talented kids became stars who were interviewed over and over and over until we knew every detail of their fertile little minds.

The companies did what companies do, they boiled it all down to a business plan. They couldn't risk anything new because too much money was at stake. So they repackaged the same product over and over and over and over, ad nauseam. And don't talk to them about burnout, because their last quarterly report showed a 13% increase and that's the bottom line now.

What was once a guiding light, a way of life—indeed, the coolest way to live, had now fallen prey to the Peter Frampton Principle. We called it corporate rock, a watered down pabulum version of the mighty ideas and talents that once shined, and we ran for the hills as fast as we could. Corporate rock sucked.

And that's when it hit. New Wave.

It started in England, I think, but that's not important. What happened was the young bands coming up didn't go to the record companies. They didn't play like the big boys, they didn't sound like the big boys, they didn't want to be the big boys. They wanted to play music their way. And you know what happened? The world went nuts. They loved it. New Wave, Punk, Be Bop, Rap – all kinds of strains and styles developed and suddenly there was tons of new music, new sounds, new groups and new faces, and they were exciting to listen to and suddenly our lives had meaning again. Suddenly you weren't so ashamed to play the radio in your car. Oh sure, there were still corporate rock stations doing the advertising shill game, but now there was that one alternative station at the end of the dial and you could crank it up and cruise all night and never have to think about Toto or Kansas again.

Then MTV hit and gave all this stuff way too much exposure and way too much money and it was over. There is no such thing as rock anymore. It's ancient history, and nobody thought that could happen. But that's further in the story than we need to go for now.

The point is, what happened to rock 'n roll can happen to co
Just replace everything I said about rock with a comic book e
alent and you have an outline of the last 30 years in the com
book industry up through the independent boom, the New W

The thing is, where do we go from here? Corporate comics
worn out their welcome. The giant ideas of the Silver Age ha
been re-animated so many times they're barely recognizable
They've been degraded into horrible zombies, propped-up B
stinking up the room. Nobody even tries to imitate them any
Then, a few years ago somebody boiled it all down to sex ap
and comics have been s
ed with it ever since. Onl
didn't model their chara
after the girls you meet i
life, they used porno sta
silicone-swollen breasts
table dancer's wardrobe
like **Penthouse**, it sold, a
we've pointed out befor
that's the criteria for life
publishing. Buying some
is akin to applause in th
lishing business. If you a
loud enough the act ke
coming back. So inn
able imitators comp
like shameless hyen
the last dollar to be
squeezed from the la
to walk through the do
now sales are down, the audien
burning out on anti-heroes,
Armageddon and sex. The industry
ried. Who will save us? What will save us?
peration, the corporate machine pumps fas
hoping against hope the problem will be the
tion.

And that's pretty much where the comic book
industry is today. The question of the hour is,
happens now?

Well, if youth-culture history repeats itself, M
movies and television. Ignoring the cries of w
wise prophets like Frank Miller who have been th
done that, we wander a publishing desert of our
making, looking for the Promised Land. It's rumore
on the other side of the San Bernadino mountair
pack our golden books and graven images and
towards the future, towards Hollyw
land of milk and honey contracts
land with a lush life.

Yea, though we walk throu
shadow of the valley of dea
will fear no evil because we
very short memories and w
pened to rock was ages and
ago. It has nothing to do with us. It's not the same thing,
not…is it?

Terry Moore burst onto the comic scene with his immensely
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OVERSTREET'S FAN

BRING BACK THE BAD GUYS!

by Tony Starks

They are the characters we love to hate. Evil, twisted and occasionally tormented souls that prey on a helpless public. Reveling in human suffering, the best dream of conquering the world and will use any means available to crush those in their way. The worst simply plan to crush everyone, whether they are in the way or not. Good villains become as legendary as the heroes they oppose: Superman (Lex Luthor), Batman (the Joker), Fantastic Four (Dr. Doom), Spider-Man (the Green Goblin). In fact, superheroes need supervillains: would you pay a buck ninety-five to see Superman arrest shoplifters? In no particular order, here's a list of some great supervillains who have been too long forgotten.

BIZARRO

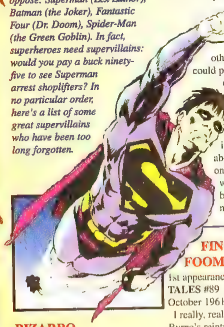
1st appearance **SUPERBOY** #68
October-November 1956

I have always had a soft spot in my heart (or is it my head?) for Bizarro. There is just something innately appealing in a character that does everything backwards. Occasionally, I like to walk around the house annoying my wife and teenage daughter by talking like Bizarro: "Me so hot, I turn up heat!" "You hit ball over fence for home run, so you out!" (The little kids love it, of course.) The Bizarro covers alone were worth the price of the book: my all time favorite portrays Bizarro trying to start a campfire by rubbing two boy scouts together.

DRACULA

1st appearance **MOVIE CLASSICS: DRACULA**
October-November 1962

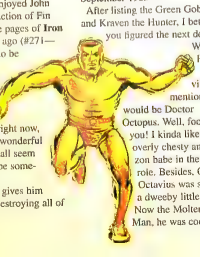
Dracula is such an unrepentantly evil character, more a super-natural force of nature than a true villain. Comic collectors always associate Dracula with Marvel's long run of **Tomb of Dracula**, but other publishers could probably take the character in other, just as interesting directions. Someone is always publishing comic books about vampires of one type or another, why not a book based on the original character?



FIN FANG FOOM

1st appearance **STRANGE TALES** #89
October 1961

I really, really enjoyed John Byrne's reintroduction of Fin Fang Foom in the pages of **Iron Man** a few years ago (#271—published 1991, to be exact). There aren't too many mystical, world conquering dragons around right now, and Byrne did a wonderful job of making it all seem "right." Let's hope someone wakes ol' Fin Fang up and gives him another shot at destroying all of us soft humans.



FRANKENSTEIN

1st appearance **PRIZE COMICS** #7
December 1940

After mentioning Dracula, I could hardly leave out Franky! The 1995 movie release (which closely follows Shelley's book) served as a powerful reminder of just how terrifying (and violent) the Frankenstein mythos is. Frankenstein has enjoyed some decent publishing runs in comic books in the past, including 33 issues by **Prize Comics** (1945-1954) and Marvel's 18 issue run in the mid '70s. Most recently, Topps published a three-issue limited series entitled **The Frankenstein/ Dracula War**. Perhaps it's time for an ongoing series?

MOLTEN MAN

1st appearance **AMAZING SPIDER-MAN** #28
September 1965

After listing the Green Goblin and Kraven the Hunter, I bet you figured the next dead villain mentioned would be Doctor Octopus. Well, fooled you! I kinda like the overly chesty amazon babe in the role. Besides, Otto Octavius was such a dweeby little guy. Now the Molten Man, he was cool. Golden metal skin, strong, ly invulnerable and practic family to Peter Parker. Too he went nuclear and just s burnt up.

KRAVEN THE HUNTER

1st appearance **AMAZING SPIDER-MAN** #15
August 1964

The death toll for major characters in the Spidey titles has been kinda staggerin the last few years. Considering Marvel's propensity to kill off a major character with

LOOKING FOR WORK

THE COMPOSITE SUPERMAN

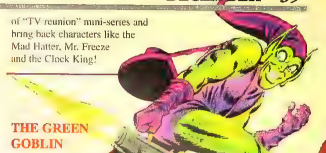
1st appearance **WORLD'S FINEST COMICS** #142
June 1964

With a costume split down the middle—1/2 Superman and 1/2 Batman—and all the powers of the Legion of Super-Heroes, the Composite Superman was easily one of the coolest looking and most pow-erful foes Batman and Superman ever faced. In fact, he had Bats and Supes on the ropes, only to discover that his powers were only temporary and needed occasional "recharging" (you wanna know more, go read the book). A childhood fantasy "dream team" supervillain. It's hard to believe DC has forgotten him.

MAD HATTER

1st appearance **DETECTIVE COMICS** #230
April 1956

Call me crazy, or call me nostalgic for the old 1960's *Batman* TV show, but I find myself missing those nutty villains from Batman's less grim days. And despite a far too brief appearance in **Starman** #24, the Mad Hatter, with his zany hat- related crimes and gimmicks which were always good for a few laughs, has left me wanting more. Hey, maybe DC could have some sort of "TV reunion" mini-series and bring back characters like the Mad Hatter, Mr. Freeze and the Clock King!



THE GREEN GOBLIN

1st appearance **AMAZING SPIDER-MAN** #14
July 1964

When Marvel first toyed with the idea of a heroic Green Goblin way back in **Web of Spider-Man** #66 (1990) they intrigued me. Then the Green Goblin's career as a hero was abruptly cut short the very next issue when Spidey (literally) beat the idea out of Harry Osborn (hey, that's what friends are for!). A wonderful opportunity missed. So when the new, heroic Green Goblin appeared, I was thrilled. But no more. I miss the bad Green Goblin. I miss the "we never know when he will show up and he knows all of Peter's secrets and he could expose Peter to the world and ruin his life forever but Spider-Man can't hurt him because he's a friend" Green Goblin. Would the REAL Green Goblin (I'd prefer Harry, however, his Dad (the original) or his psychoanalyst (#3) will do) please show up, and kick that namby-pamby impostor's butt right out of New York City, PLEASE?!

So many forgotten villains remain, but we're out of space. What favorite villain of yours has been forgotten? Write us here at **FAN** and let us know, and maybe we'll use your choice soon! ■

FLOGGING A DEAD HORSE

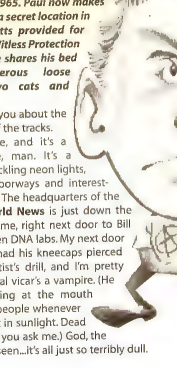
Paul Jenkins is a habitual liar who alleges he has been writing comics since the age of two. Those who knew him as a production manager and editor at Tundra Publishing know better, of course, but he remains undeterred.

A stint as Editor-in-Chief at the spectacularly short-lived and irrevocably-bankrupt Majestic Entertainment convinced Paul that his career path lay elsewhere. After much soul-searching and a visit to Madame Blavatsky's House of Tarot, he opted for a career as a writer over the position of head swan in the Bolshoi Ballet. Armed with incriminating video tapes of a DC Comics christmas party, Paul promptly found himself work as the new writer of Vertigo's Hellblazer.

Despite evidence to the contrary, Paul claims he gets all his ideas as a result of oxygen deprivation suffered when he was a test pilot for NASA in the early fifties. He was born in London, England in 1965. Paul now makes his home at a secret location in Massachusetts provided for him by the Witless Protection Program. He shares his bed with numerous loose women, two cats and fleas.

Let me tell you about the other side of the tracks.

I live there, and it's a crazy place, man. It's a world of crackling neon lights, darkened doorways and interesting haircuts. The headquarters of the **Weekly World News** is just down the street from me, right next door to Bill Clinton's alien DNA labs. My next door neighbour had his kneecaps pierced with a dentist's drill, and I'm pretty sure the local vicar's a vampire. (He starts frothing at the mouth and biting people whenever he goes out in sunlight. Dead giveaway, if you ask me.) God, the thing's I've seen...it's all just so terribly dull.



See, what with me being a Vertigo creator—specifically, the writer of DC's **Hellblazer**—the deviant behaviour of others has long since lost its appeal. Okay, so I'm smart and funny and gorgeous and filthy, filthy rich. Okay, so I'm admired by actors and rock musicians for my quirky humour and ability to swear creatively. It means nothing to me.

Fact is, being clever and wonderful and British has its disadvantages, too. I've dreamed about writing the **Fantastic Four** since before I was an egg, but with no luck so far. I think the X-editors are ignoring me because my last proposal was too controversial, or something. I still think Wolverine would look good in a dress. Bloody Philistines. You know, there's no justice in this world. Or Pathos. Or any of the other musketeers for that matter.

Well, I'm not put off yet by any means—I'm a little bloody, but unbowed. (My mum says I'm a little bloody git, but I reckon I'm adopted.) With this in mind, then, you can see this article as my official resumé—I'm changing my wicked ways in a transparent attempt to be awarded the comic title of my dreams. Marvel and Image editors take note.

I like sports. And Clint Eastwood films. I can be gratuitously violent with the best of them. I'm experienced with fluffy animals, too, once put my arms through the middle of a dead sheep. And if you don't think I can write convincing Superdialogue™ then check out this snappy response—*"HAR HAR! Get thee back, vile felon!"* Now if the Green Goblin doesn't tremble in fear at that one, then he's a better goblin than I.

Come on, Super-friends™—how about it? I promise I won't vomit on any fans at conventions, or embarrass Our Glorious Founder, or anything like that. I'll go on a panel and comb my hair and smile. God I'll even read some back issues, if it'll make you feel better. Just as long as they're not too crappy, okay?

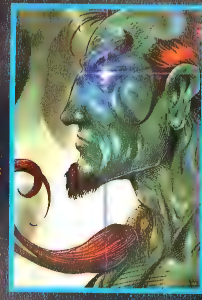
* The above article is a complete lie. I'm afraid. I'm halfway through a **Batman LOTDK** two parter, actually. So it's the principle of the thing, isn't it?

** More good news. Mark Paniccia—Marvel X editor and all-around good lad—called last week to see if I'd be interested in writing a special issue of **Star T** that'll come out with the movie in November. I'm pretty sure I've got the Just so long as I don't accidentally confuse Romulans with Republicans ag (Mental note, Jenkins: It's "Klingons," not "Stick-ups."■

AS IF YOU WON'T HAVE ENOUGH GOBLINS AND GHOULS RUNNING AROUND YOUR NEIGHBORHOOD THIS HALLOWEEN FAN AND Caliber BRING YOU

Daemonstorm: The Contest!!

In celebration of the new Daemonstorm storyline, Caliber commissioned an artist's jam cover for issue #20 of The Realm, featuring Steve Bissette, Tim Bradstreet, Guy Davis, James O'Barr, and many more. Now FAN is offering you the chance to win that original piece of art, *and* be drawn into the book!



Grand Prize (one winner): Win the original artist's jam cover art for The Realm #20 (featuring Daemonstorm's first appearance) and be drawn into a future issue of the book!

First Prize (one winner): An extremely limited-edition signed hardcover Daemonstorm collection and a signed set of the comics!

Second Prize (five winners): A set of the Daemonstorm comics!

Frankly, this whole Daemonstorm thing is sort of scary, but I still want to win!

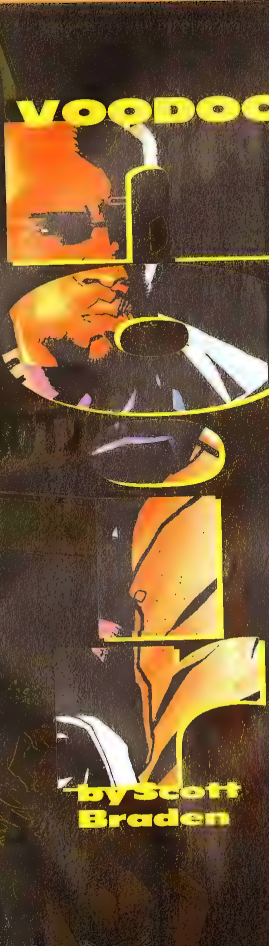
Name _____ Age_____

Address _____

City _____ State _____ Zip _____

Just mail in the handy coupon on this page to Gemstone Publishing, Inc., Daemonstorm Contest, 1966 Greenspring Drive, Suite 405, Timonium, MD, 21093.

Upon submission, entries will be become the property of Gemstone Publishing, Inc. and cannot be returned. **Entries must be received by December 1, 1996, which is the closing date of the contest.** Limit one entry per person. Gemstone Publishing, Inc. will be the sole judge of the number of valid entries received by Gemstone Publishing, Inc. by the closing date of the contest. **One entry per person.** Contest is open to residents of the United States and Canada, except employees of Gemstone Publishing, Inc., Caliber Comics, Gemstone Distributing, Inc. or Diamond Comic Distributors, Inc. Estimated retail value of prizes is as follows: Grand prize: $500; First Prize: $150; Second Prize: $50. Gemstone Publishing, Inc. is not responsible for any prizes or portions thereof not specifically listed in these official rules. Gemstone Publishing, Inc. assumes no responsibility or liability for any damages or losses (past, present or future) arising out of participation in this contest or receipt or use or misuse of any prize awarded. Gemstone Publishing, Inc. reserves the right to substitute prizes of equal or greater retail for those listed above. Prizes will be awarded in the name of the contest winner only. No transfers, substitutions or assignments of prizes or entries by winners to other than their parents, guardians, or trustees will be honored by Gemstone Publishing, Inc. Any taxes on prizes are the responsibility of the winners. Void where prohibited, regulated, or restricted by law. For the names of winners of all prizes offered, send a self-addressed, stamped envelope to Gemstone Publishing, Inc., Daemonstorm Contest, 1966 Greenspring Drive, Suite 405, Timonium, MD, 21093 after December 15, 1996. Daemonstorm™ and © 1996 Caliber Comics. This Contest was not created, sponsored or endorsed by Diamond Comic Distributors, Inc. Oversteer™ FAN © a registered trademark Gemstone Publishing, Inc.



Let me tell you a story. It's been over ten years since British writer Jamie Delano brought his dark rhythms to the American comic book audience—an audience that wanted their heroes with an edge. With most of us Yanks having been raised on slam-bang stories where guys-in-white hats thrashed spoon-paper-thin villains for no apparent reason, Delano and his fellow countrymen took these superheroes of ours and broke them down into their basic, primal elements.

For those who don't know, he's at it again.

Delano's helping to flesh out Garth Ennis' retooled **Shadowman** for Acclaim comics. I tell my editor this. He tells two people, and then he gets back to me that he wants the real story about what's going up and up overseas and Jamie Delano picks up on the other end of the line, just as white-hot overhead lights above me become flicker and sizzle. Suddenly, there's music. Down and dirty jazz, I think. And there are shadows too—dancing provocatively on plain white walls, almost beckoning me.

Playing up the typical American, I'm thinking out loud. "That is very cool," Delano laughs his scary laugh. The interview begins.

IN THE HEART OF DARKNESS

I look at the lucky eight ball beside my note pad and it tells me that Delano's a wild card. It tells me he's an own way to read caretul; Hell, he was hand-picked by Alan Moore to write **Hellblazer** those many years ago, so you know you've got to be real respectful. And when you read his work and see his characters slippery and shadowy with all their deep dark secrets behind them, always walking that twilight line between (and evil), you know I'm right. So with all the courage I can muster, I ask him what's the deal.

He clears his throat, in that cool way, and says, "Most of my stuff is characterized as having a dark edge, to say the least. I guess it might have something to do with spending my young adulthood growing under Margaret Thatcher's England. Seventeen years under that evil b****, shadows would increase a dark and sinister mindset in a born-Proral junkie.

"I like to fool around with extreme emotion and horror ing, particularly, gives you the opportunity to dramatize extreme psychological conditions, put monster masks o them, and bounce them around a bit."

I get this uneasy feeling that there will be monsters ev while you turn when Delano finishes up his four issues **Shadowman**. Of course, we wouldn't expect anything l from him. Thinking that Delano's characters come from same dark place, I ask him if his Shadowman will be any like my favorite Delano protagonist, I'm dwelling on the past. I kn

It's no quarter.

"There's no direct parallels I can see," Delano replies. "C characters a black American hitman and the other's a B occult dilettante, way too squeamish to soil his hands w direct violence. But then I'm lying. They do both inhabit blue-collar underworld milieu, and the magic they both encounter is often sleazy and self-serving rather than grandiose and altruistic.

"Zero, The Shadowman, won't have that sort of jaded cism and innate sly humor that characterizes Constantine though. Zero is a much more immediate, reactive guy ... thrashing around angry, enmeshed in an infuriat web of mystery, deceit, and lies. The title of my first sto 'Nothing Is True ... Which sums it up."

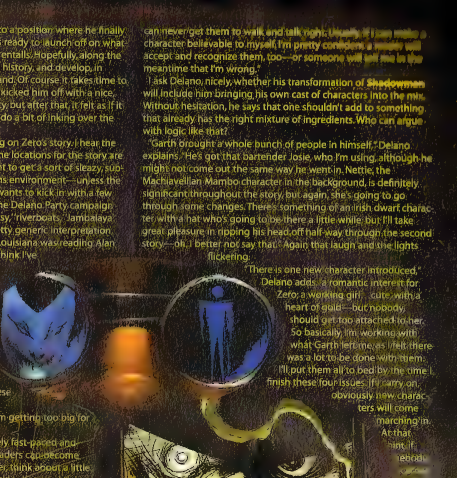
With that said, I ask him where his Shadowman begin Ennis' ends. He answers, "I've seen Garth's take on Shad and it's very sparse and stark. His character hasn't got much to say. His Zero is slowly discovering something about his past. Basically, I'm taking over where Garth le on the character and continuing his journey of self-dis

going him around to a position where he finally
Shadowman, and's ready to launch off on what
that distance entails. Hopefully, along the
m a bit of personal history, and develop in
motivational strand. Of course it takes time to
character. Garth kicked him off with a nice,
ash of brutal hilarity, but after that, it felt as if it
ake little—sort of do a bit of inking over the
to speak."

second, reflecting on Zero's story. I hear the
apping. "As far as the locations for the story are
lowly adds. "I want to get a sort of sleazy, sub-
to the New Orleans environment—I guess the
evelopment office wants to kick in with a few
contribution to the Delano Party campaign
mention 'Big Easy,' riverboats, 'Jambalaya
ult has to be a pretty generic interpretation.
ve ever been to Louisiana was reading Alan
ng, in fact, I don't think I've
ason-Dixon
unt Miami, and

e is going to
o this grub-
nderworld
vate cop...a
er, someone
the balance of
rabbling mess of
gangbangers. These
er psychic turf, and
to stop any of them getting too big for

g to write a relatively fast-paced and
story...one that readers can become
half of the character, think about a little
njoy a few sick chuckles here and there.
is more of a humor strand to the book
written for a while—not least due to my
rican classics, which when you get down
to the English language as your average
chewing on a tractor tire. Plus because of the
ied Zero, there's a little more slapstick about
n normally do as well, which is sort of nice and
ou can have a zombie coming through the
ant him to, which is something I haven't been
time."



DESTRUCTION TIME AGAIN

glance down at the **Shadowman** comic in my
Worst series. It appears old and lifeless, almost
it even reads like your average superhero
sk Delano about the Valiant hero he's writing,
he Shadowman he and Ennis have created is my
hero. Shadowman, to him, is more of a fast-
goodfella story with a big chunk of horror and
spicy Cajun seasoning for good measure. My
ontact, I feel he's leading up to something. I
with it and ask whether he digs superheros or not.
aughter. I get the chills.
nk it's an English thing, but the only reason we
here is to chop the bastards down and make
. The American approach to heroes is slightly
, if somebody has a nice, big car, people will
k. Hey, I've got to get me one like that. The
ough, they get a paint stripper and go over it.
. I read a fair amount of the old **Shadowman**
d on my editor as far as continuity is concerned,
ou'll like that. If I'm going to write a previously
acter, I have to pare them back down to the skele-
me flesh on their bones to my design. Otherwise, I
can never get them to walk and talk right. Usually, if I can make a character believable to myself, I'm pretty confident a reader will accept and recognize them, too—or someone will get me in the meantime that I'm wrong."

I ask Delano, nicely, whether his transformation of **Shadowman** will include him bringing his own cast of characters into the mix. Without hesitation, he says that one shouldn't add to something that already has the right mixture of ingredients. Who can argue with logic like that?

"Garth brought a whole bunch of people in himself," Delano explains. "He's got that bartender Josie, who I'm using, although he might not come out the same way he went in. Nettie, the Machiavellian Mambo character in the background, is definitely significant throughout the story, but again, she's going to go through some changes. There's something of an Irish dwarf character, with a hat who's going to be there a little while, but I'll take great pleasure in ripping his head off half-way through the second story—oh, I better not say that." Again that laugh and the lights flickering.

"There is one new character introduced," Delano adds. "a romantic interest for Zero; a working girl...cute, with a heart of gold—but nobody should get too attached to her. So basically, I'm working with what Garth left me, as I felt there was a lot to be done with them. I'll put them all to bed by the time I finish these four issues. It's sorry on, obviously new characters will come marching in. At that point, if I need to [illegible] probably bring in some of their own, who can all [illegible] up the ones that are already there."

Hearing about all the tender loving care he's putting into **Shadowman**, I wonder whether he'll be doing anymore with the character. Initially, it was just asked by Acclaim to do a story arc, to which I agreed. Since then, we're sort of negotiating some sort of continuation, but we haven't finalized anything definite yet. I suppose you can say I'll bring the character to a jumping off point, where anyone could continue with **Shadowman**. I might be persuaded to carry on a bit beyond that, but I don't think this is going to be an endless, Jamie Delano continuing series. I don't think that, because I don't want to do that anymore. I'd like to focus on something for a while and do the best I can with it and get out before I get too bored with that. With **Animal Man**, though I enjoyed working on the book a lot, I was increasingly aware of the danger of getting into a creative rut. When you're working on something potentially endless, it is too easy to get lazy about structure and storytelling...to exhaust your themes and get repetitive. I'm much happier now doing self-contained projects that have a good strong shape to them...ones that I start work on, knowing where they're going to end...that aren't tied up with crossover continuities, etc.

"On the bottom line, I guess I'm just this cranky old Brit, who likes to play on his own. Or maybe I'm just getting old."

With that I press my luck and ask him if he'd answer one more question. Suddenly, I hear the shuffle of papers and other sounds like voodoo incantations...right before the phone goes dead. I'm stunned, but still I smile.

Very cool. ■

GRANT MORRISON & MARK MILLAR'S MARVEL TALES: END OF THE WORLD.

UNTOLD Tales

Some stories were apparen never meant to be told. But then again...

The Baxter Building in ruins. The Avenger's Mansion burned to the ground. The bodies of fallen gods strewn about the Rainbow Bridge. Welcome to the end of the world.

"In this series, everybody died," Mark Millar said about his and Grant Morrison's unreleased Marvel project. "And you know what? It fit right into Marvel continuity."

What might've been the last word in company-wide crossovers, Morrison and Millar's **End of the World** is actually two untold tales in one. Pitched to Marvel Comics in 1994 as a twelve-issue limited series, the two critically-acclaimed writers dreamt up this evil Professor X story in an effort to transform the Marvel Universe forever. Sound familiar?

"Yeah, it was definitely like **Onslaught**," Morrison laughed. "What we had was Wolverine suddenly turning up with Moira MacTaggert at the X-Mansion. He's running ahead of something and he's thanking Moira and whoever that he's alive!"

The reader would later learn that this Wolverine is the lone survivor of an alternate Marvel Universe which had been destroyed by a powerful entity known only as the X-Terminus. As the story progressed, it would eventually be revealed that the X-Terminus was none other than an alternate reality Professor X merged with a Cerebro unit gone awry.

"Something changes Cerebro's [Professor X's mutant locating computer] main function from finding mutants to destroying them," Morrison explained. "So one day, while *this* Professor X is on Cerebro, the corrupt computer bonds with him, turning both of them into this being called the X-Terminus. Together, they annihilate that entire Marvel Universe. The X-Terminus ends up killing Spider-Man, Captain America…everybody!"

"The X-Terminus then starts to move through other alternate worlds searching for mutants," Millar said. "The X-Terminus has gone through 50 alternate realities, destroying everyone and everything in its path. It eventually reaches our Marvel Universe, forcing Earth's heroes to stand up against it."

"We even had a subplot that would deal with that newly-arrived Wolverine," Morrison added, "who was married to the Jubilee from his reality. When he eventually meets our Jubilee, who's always had a crush on Logan (that was never reciprocated), and she meets this guy who's in love with her—both of them can't deal with it. She doesn't know how to take him, while he can't deal with the fact that this woman he cares for is not his wife. So there was also a history to create some emotional stuff around."

As powerful as the original premise was though, Marvel wasn't impressed. Whether it was the use of one of their premiere properties as a murdering super-villain, or whatever the reason, they asked Morrison and Millar to try again. Needless to say, they did.

"We modified the story with the Puppet Master when they told us we weren't allowed to do the Professor X story," Millar recalled, laughing. "We had this whole thing planned out where we'd take the crappiest, most low-key villain Marvel's got, like the Puppet Master, and create a story out of him."

Morrison said, "So we started over and we thought that a really good thing would be to destroy the Marvel Universe. When readers bought our comic and found Iron Man dying, they'd be left asking themselves, 'what's going on here?!!'"

Playing off the idea that the Puppet Master's body had died previously, Millar and Morrison "thought it would be good idea that his essence is still out in the void somewhere." Death, according to Morrison and Millar, had only made the Puppet Master stronger. To stress his newfound power, the two writers had the Puppet Master's mind mold himself not only a new body, but also a new world. And the world the Puppet Master created was eerily fa iar to Marvel readers everywhere.

"As far as readers would know, it's ju Earth," Morrison elaborated, "but it's act ly a training world that the Puppet Mas has created to try and figure out ways killing the Fantastic Four, the Avengers, the X-Men. So they would get a few months worth of both heroes and villa seeming to get killed, and then you rea that it's just the Puppet Master and the whole thing is a simulation. Then he he

"In thi series everybo died, -MARK MIL

for Earth in the fifth issue in an effort t destroy everybody."

"What was so great about this serie that the Puppet Master would actuall destroy bits of the Marvel Universe," M added, "Everybody is lying around, tot messed up. Some are even dead. Gran I thought there were so many crap M characters at the time, thanks to all th terrible books that came out during t early '90s. We just wanted all of those bad characters killed off, and we thou that this was a good way to do it."

After a couple of issues of having t

new and improved Puppet Master beating down both the Earth's greatest heroes and villains, it would eventually come down to him and his once beloved daughter, Alicia Masters. Morrison explained, "Alicia comes forward and asks, 'Father, what's become of you?' in that classic Marvel style [laughter]! He then kills her, and that is when the Thing, who's lying there badly beaten, loses it."

Millar added, "All the heroes and villains are down and Alicia's just standing there crying, asking him why he's done all this. So The Puppet Master kills her too. This gives the Thing the strength to get up. He's groggy, but he manages to come face-to-face with the Puppet Master, whispering, 'It's clobberin' time!!' He's uncontrollable with grief as he suddenly gets in there and kicks the crap out of the Puppet Master. Then, having literally had the sense beaten into him, the Puppet Master uses his last dying breath to bring Alicia back to life. He just passes his energy over to her."

Despite interest in the project, Marvel passed on this story as well, looking instead to Morrison and Millar's now-infamous **Skrull Kill Krew**. Currently working together on **Aztek, The Ultimate Man** for DC Comics, Morrison and Millar have moved on to bigger and better things. But as far as the whole Marvel thing is concerned, there appears to be no hard feelings on Morrison and Millar's part. Well, maybe just a little....

"They probably took our **Skrull Kill Krew** series because that was a bit more self-contained," Morrison conceded, "while these other ones were just weird dreams and things. It's weird, because if you're a fan of this stuff, of comics, you think ideas like The Thing kicking the Puppet Master's ass is cool! But they would see it and say, 'You can't do this and you can't do that...it doesn't work with us.' We just thought they couldn't understand any of it.

"They had the chance to do those stories. We were trying to get their characters to work in a way that they weren't working before, but I think that some things over at Marvel have fallen apart. Of course, there are things over at Marvel that still work, but there are other comics and characters that need a bit more attention. We could've done something with those characters, but that's one of those things. When you put so much effort into something, and nothing comes out of it, there's nothing left. **End of the World** is a lot like Alan Moore's **Twilight**—it would have made a great comic, but we'll never know."

by Scott Braden

FILES

The past month was a busy one at the **FAN** offices, as we had loads of people stopping by, even a few fictional characters.

Silver Age great Murphy (**Hawkman**) Anderson gets in on the Halloween fun with **FAN**'s Cathy Disbrow.

Jimmy Palmiotti (**Ash**) consults with Jedi Master Yoda (**Star Wars**) on the wisdom found in the pages of **FAN**.

Before allowing anyone to leave, we frisk all guests to the **FAN** offices, and though Palisade's Mike Horn (center) and Accelerated Culture's Sven Larsen (right) were clean, that Palmiotti character had ten copies of **FAN** on him

The FAN/Don Post Studios Halloween Conte

Okay, here you go. A bunch of the **FAN** staff crowd into Editor Mike Renegar's spacious office and then run rampant through the office. They look like such a festive bunch:

Don Post Studios, the master Hollywood mask maker, was k enough to send on a bunch of masks to the **FAN** offices for us goof off with. Thing is, they do us wear them all the time. And of our guests had trouble taki seriously. So we're giving away amazing masks to one lucky r **That's right – you could win** all!

You have to be serious, o under the masks in the photo And we've even provided you pictures of some of the staff w their masks off. Know

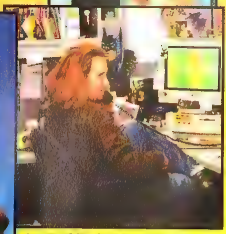
Win 1 of 2 sets of Don Post Halloween Contest. Overstreet's FAN, 1966 Greenspring Drive, Suite 403, Timonium, [illegible]
Normal Contest rules apply. Contest ends 12/1/96.

Mr. [illegible] Renegar, **FAN**'s birthday boy and Editor, with yet another guest in the offices here. Mike's the one wearing the [illegible].

Ruffians Todd Hoffer (Managing Editor) and Joe Rybandt (Copy Editor) caught in the act of stealing a car.

Scott "I live for research" Braden's reaction after learning he is now officially the only man with that haircut on Earth. We knew he'd be proud

[illegible] and art-gal Cathy [illegible] finally learns how that thing [illegible] calling a cam e-ra works.



Associate Editor Benn Ray on the phone. Some would say this is a common sight at his desk.

Marketing genius J.C Vaughn does his best Nolan Ryan impersonation during a recent **FAN** softball game. And yes, we lost to the Sticky Creek Quilter's Club.

[illegible] consults with Production Manager Arnold T. [illegible] about just what it takes to be a Star Collector.

Graphics guy Jeff Dillon crawls out of bed and wakes up just as we snap his picture. It's not time to hibernate yet, Jeff

Busted Knuckles

by Beau Smith

REAL TOYS AND A TWISTED YOUTH

As I have mentioned before, I must be one of the luckiest men on the planet. As a kid I did all the normal (at least what I thought was normal) things that a growing boy should do. My brothers and neighborhood pals, we all played baseball, football, army, traded comic books, drank RC Cola and waited for the ice cream truck's music to be heard comin' around the block. Well, here it is many years later and I am not only working and writing comics, but working for a toy company too. (McFarlane Toys.) Like I said I am the luckiest man on the planet.

I was born in 1954. That puts me at a very manly 41 years old. In that time I've seen and done it all. And what I haven't I've lied about. I grew up the oldest of four kids. Two mutant brothers that got the short end of the gene pool and a sister that came home from school to find that G.I. Joe had visited her Barbie's Playhouse and beat the crap outta Ken and left Barbie one satisfied doll. My family was pretty much your middle-class *Leave It To Beaver* kinda household…with a strange twist.

Anyway, it kinda makes me wonder if kids today have as much fun with their childhood as I did with mine. I can still remember that distinctive smell of diggin' through my toy box lookin' for my army men, cowboys, and dinosaurs so I could play Star Spangled War meets Valley Of Gawangi in the dirt pile down the street. Smellin' all that plastic in that box musta given some strange kinda high. If I think real hard I can still smell it.

Havin' a truly manly childhood as I did, playin' army was always one of the mainstays of our daily summer routine. Yeah, we used to end up in fist fights, sometimes 'cause the other guy wouldn't take being shot and dead as serious as I liked. All it took was a little imposin' of the Beau-Will on 'em and they soon saw the light...or should I say lights…and stars. My weapon of choice was the Mattel Guerrilla camouflaged Thompson sub machine gun. It had flip up sights and a sling just like the one my TV hero Sgt. Saunders on *Combat* used. Man, I loved the sound of that gun. I used to hum the theme to *Combat* as I went about sneakin' up on my neighborhood enemies. It came with a plastic WWII fighting knife that I just loved using as an "incentive" to make my prisoners give up classified secrets on the rare occasions when I took live captives.

Now I wasn't like some of the anal retentive kids in my neighborhood that refused to mix and match toys. No sir! There was a lot to be said about bein' well equipped! I was never without my 1964 Hamilton's Invaders Horrible Helmet. With it's big bug-like eye bubbles I struck fear in the hearts of those unlucky enough to face me on the field of battle. It rated high on the intimidation meter. Especially with the barrel of my machine gun up their nose.

Things really got upscale when one of the toy companies unleashed The Sonic Blaster. It was this big bazooka-like gun that shot a big ball of air at a pretty good velocity. After a short time out a bunch of parents whined about the blast from it doing damage to other kid's ear drums when they were shot with it. Wellllll, that was the wrong thing to announce to the Smith boys. The first thing we did was start huntin' down the other kids and blastin' 'em in the ear with it. Never give out war secrets to demented kids.

In 1961 my brother Mitch got the big ol' Johnny Reb Cannon by Remco. It shot out big plastic cannon balls up to 35 feet. Heh, heh! We used to hold this one kid while one of us would blast him point blank with the cannon. He'd start bawlin' and his mom would come out and run us off and call our mom. My mom would lock the cannon up for a couple of days and then we'd be back on our trail of terror in no time.

Don't get me wrong, we had our peaceful moments too. I can remember spending many a summer hour settin' my G.I. Joes to look the way the kids did on the TV commercials. I even won a contest in 6th grade for settin' a Battle Of The Bulge scene in my history class. Yup, just like today, gettin' rewarded for doin' something ya love. Ain't life great?

I've gotta admit, from 1960 to 1969 there wasn't a toy out that I didn't have. My Dad and Dad didn't spoil us or anything like that, but I found out years later that Dad would haul in a little extra hustlin' pool games and pullin' tips and Mom would without sometimes just to get us some cool toys that we saw on TV. Good things they didn't waste that money on piano lessons or somethin'.

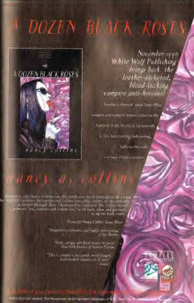
I just hope kids today will be able to great memories of the toys of their yo like I do. Who knows, maybe they'll ge misty-eyed about playin' **Mortal Kom** or havin' The Violator try and cut off Spawn's head. I don't know. I just hope realize what a special time they're ha and don't let this part of childhood es 'em.

The only toy that escaped my twiste grasp as a kid that I really wanted wa Mike Hazzard figure by Marx. Just ne seemed to be able to find one back t So here I am many years later and thi I'll hunt him down. I know ya can't go in time, but with things like toys, com and old TV shows you can at least tal short visit back in time. Back when it okay to molest your neighbor's cat Th Great Garloo or tie up that snotty no kid down the street to a tree and sla around with your official Zorro Swor

It always made me ask my parents burning question—"If Jonny Quest c have a real machine gun, why can't I

We'll talk toys again soon. Adios.

Illustration by Mitch Byrd


A DOZEN BLACK ROSES
A DOZEN BLACK ROSES
nancy collins
November 1996
White Wolf Publishing
brings back the
leather-jacketed,
blood-sucking
vampire anti-heroine!
Trouble's a'brewin' when Sonja Blue,
vampire and vampire hunter, takes on the
Kindred of the World of Darkness®,
in this heartstring, hell-raising,
balls-to-the-wall,
carnage-filled crossover.
nancy a. collins
promises "sex, violence and violent sex," so sit back, relax and get ready
to up the body count.
Praise for Nancy Collins' Sonja Blue:
"Imaginative, dynamic, and highly entertaining."
-Clive Barker
"Style, energy, and black humor to spare."
-New York Review of Science Fiction
"This is vampire's post-punk, metal-forged,
dark-doomed romance at its best!"
-Locus

QUEEN OF

*Nancy A. Collins may be best known as the creator of Sonja Blue, rich girl turned vampire princess and star of three best-selling novels (**Sunglasses After Dark**, **In the Blood**, and **Paint it Black**). But Nancy has also written other novels, stories, and projects too numerous to li including a two and-a- half year run on **Swamp Thing** (starting with #110). Now, with **Dhampire**, the new vampire comic from DC, and a fourth Sonja Blue vampire novel from White Wolf, Nancy Collins is building her reputation as one of the most accomplished purveyors of rea tic horror working today. But you have to wonder...what's with all the vampires?*

by Christopher Woodward

BLOOD, BLOOD EVERYWHERE

It seems that everywhere you look today, you're seeing vampires. There are enough blood-suckers running around to drain a small country, were they not m fictions. And leading the pack of fictitious vampires is one of Nancy Collins' cre- ations, Sonja Blue, one of the smartest, nastiest, yet noblest night creatures to op an artery. And now Nancy is bringing us a new vampiric tale with **Dhampire**, fro DC Comics. All of this might lead one to think that the author has some sort of obsession...

"It's not that I myself am personally obsessed with them," explains Nancy Collin with a fangless smile. "It's just that I seem to be able to write them fairly well, an people want to read it, so I find myself in the position of becoming a 'vampire writer' because I really can write them."

In all reality, Nancy A. Collins is your average, everyday talented writer. Unlike s horror authors or actors, she has no persona she assumes when discussing her work and laughs at the thought. "It's not like I live my life with bat-motifs," she jokes. "My house is not draped in black with giant tapers burning. There are not bats hanging from the ceilings. I hardly ever read anything like that. I don't ever read other vampire novels."

In fact, Nancy hasn't been reading much fiction at all lately, preferring to read stories, non-fiction work that she uses as part of her research. Reading this kind material is what makes her own books so rich with details and engrossingly realistic. "Once you become a professional fiction writer," Nancy reveals, "Reading fict on as a way to relax loses its allure because you spend most of your time proof-reading it. I read things a can't help but think, 'That would have been so much better if they had done this another way.' Whereas with non-fiction, I can turn off that critical element and be able to read it as information and have a good time doing it. I've spent more and more of my time reading reference material or actual histo ries of certain literary movements."

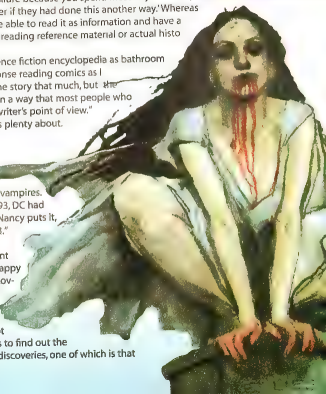
In terms of lighter reading, Nancy admits, "I read the science fiction encyclopedia as bathroom reading. I read comics. I don't have the same critical response reading comics as I do with stories because I can't draw. So I might not like the story that much, but the art might be entertaining. Or I'll like aspects of the story in a way that most people who pick up comics might not notice because I see it from a writer's point of view."

And writing comics is certainly something Nancy knows plenty about.

TO BE VAMPIRE OR NOT TO BE

This December, Nancy Collins will be returning to monthly comic books with **Dhampire**, the continuing series from DC, which features, yes, still more vampires. After a successful run on DC's **Swamp Thing** from 1991-93, DC had offered Nancy the chance to do another project, but, as Nancy puts it, "It never came to fruition because of the implosion of '93."

What has come to fruition now, however, is **Dhampire**, featuring main character **Nick Gaunt**. As seen in the recent 64-page one-shot, Gaunt is, according to Nancy, "An unhappy young man prone to suicide and dark passions. He's discov- ered through recovered memory therapy that his family structure isn't what he thought it was. The woman he was raised believing was his mother was actually his grandmother, and a long-lost sister that he almost forgot about entirely was actually his mother. And his attempts to find out the truth about his origins lead him to some rather horrific discoveries, one of which is that



he's not human. He's a Dhampire—a half-human, half-vampire."

Nancy pauses here and brings up something many readers have probably been wondering. "I know we'll have a lot of problems with the pronunciation of 'Dhampire,' so let me get it straight. It's 'Dom-peer.' Just so everyone knows."

Nancy then explains, "The regular series picks up with him clawing his way out of the grave and goes on from there. At this point, Nick's decided to go ahead and try to become a vampire, hoping that he'll find the inner peace and acceptance in vampire society that he's never been able to find in human society. And of course he's wrong."

As for what else Nancy has planned for the comic, she wants to let much of the ongoing series come as a surprise for readers, much the way the best horror novels constantly keep their readers guessing. She does admit, though, "There'll be other peculiar characters, some vampire, some human, some no exact definition to what they are, but they aren't human. All of them wandering in and out of the book. And we're definitely going to try and play up the idea of vampire-society as the ultimate underground subculture."

And speaking of the inhabitants of vampire subculture, you may recall another of Nancy's creations, one Sonja Blue.

DARK, DARK BLUE

A Dozen Black Roses is the name of the new Sonja Blue novel from White Wolf, and it's unlike any of the novels that have come before it. "It's a crossover with White Wolf's **World of Darkness** vampire series. They asked me to do a crossover, so, since I myself am not a role player, I had to dig around and gather the materials to try and incorporate my world into theirs. It was basically taking the Sonja Blue character and injecting her as best I can into the **Vampire: World of Darkness** scenario."

With many fans of Sonja Blue already fans of **World of Darkness**, Nancy

sees the crossover as a natural way for things to fit together. "It's extremely fast paced, fran and with a high degree of mayhem, which I thought necessary to get across the role-playi aspect of the universe I was dealing with. A lot of action, but there's also character develop ment and introspection and history going on at the same time as well."

With a description like that, it's difficult not to think that Nancy must have worked hard g ting all of the right elements into this novel, and she agrees, admitting that it was a chal- lenge, but enjoyable overall. The hardest part, according to Nancy, was "working within so one else's parameters." She explains, "It was one thing when I was working on **Swamp Thi** because that was a creature not of my own creation. I was taking over a character that ha been developed over the decades. Whereas in my own novels, I am God [laughter]. No on else gets to play God in my novels, it's just me. Instead of me walking into their world, I ha find some way of getting my world and theirs aligned without making either world intrus or alienating fans of either my work or theirs."

Alienating fans is something Nancy doesn't need to worry about, however, as sales have increased on her Sonja Blue novels with each release, with the collected trilogy, **Midnight Blue**, still selling consistently well. With this degree of success, you'd think writing novels would be an almost easy task for Nancy Collins. But you'd be wrong.

BLOODY BUSY

"I don't find novel-writing very enjoyable," Nancy states plainly, "it's the difference betwe a sprint and a marathon run. And at one point, you're halfway there, and you think you're never going to get there. You're ready to just drop dead, but then when you finally finish book, you just can't believe it because it's become such a part of your life. When you're w ing on a novel, it's like wearing a concrete sombrero that you can never take off. It's some thing that's always weighing down on your head until you finish the damn thing."

While longer works, however, may not be Nancy's favorite creative outlet comics remain a pleas sure. "I still enjoy writing comics," she admits. "I get a big kick out of them, because it's like writ- ing short stories. It's different from writing a whole novel."

Of the difficulties in writing both comics and novels at the same time, Nancy shrugs and says, "In an average year, I'll write at least 5 or 6 short stories, anywhere from 6-7 different comic books, whether they be individual stories or mini-series or whatever, and a book. And on top of this, I've also taken up doing some editing here and there, putting out anthologies."

At this point, Nancy laughs a bit, perhaps realizing how outrageously busy she sounds. She adds, "So I spend my time either in front of the computer or staring at the TV set in a daze. Seriously, though, "When I was working on **Swamp Thing**, I wrote two novels, and I felt like I managed to pull it off pretty well."

She did indeed. As for what Nancy thinks about the recent ending of **Swamp Thing**'s long run, she responds, "It's sad that they ended it, but it got to the point where it's really difficult to write **Swamp Thing**. He's probably best now being trotted out twice a year in 32-page specials. That's the problem when you make your characters too powerful. Swamp Thing is deserving of a rest for a while; his life's been hell [laughter]."

While Swamp Thing may be getting a rest, it doesn't look like Nancy Collins will be anytime soon. And with Sonja Blue already the subject of a comic book from Verotik, could bigger things be in the works?

SONJA, SONJA EVERYWHERE

"I've been approached by Orion, Touchtone, Universal, HBO, and Miramax," says Nancy about the possibility of a movie deal for Sonj Blue. "I keep getting semi-serious prods and pokes, but no one seems to want to go the distance. They all think it's a hip and interesti idea, but that fact that it's a woman really makes them nervous.

"At one point," Nancy admits, "I made the mistake of writing a screenplay last year, and it took up a lot of my and it ended up being a blow off. On top of that, my computer then ate the damn screenplay except fo pages, and there's no way to get it back. But I did learn not to write a screenplay until someone is act willing to pay me money for it."

One deal that is final, however, is the Sonja Blue t-shirt, which is being sold already through Verot the Sonja Blue cold caste model kit. "It's done in tribute to the old Aurora monster movie models, w the gravestone in the back. And it's modeled on a sketch by Stan Shaw, the artist on the book," says Nancy.

"And there's going to be another Sonja Blue t-shirt by Tim Bradstreet it's the cover for the new book which is coming out from Fashion V sometime later in the year. And if that does well, we may end u a whole line of Sonja Blue casual wear [laughter]. A true sign success in America is not getting your name in lights, but h stuff merchandised or licensed. We're still far away from S Blue lunch boxes, but hey, give us time [more laughter]."

As much fun as it might be to see Sonja Blue toothpaste Nancy looks over the work she's done to create the chara and sustain it and many other projects through the years, pleased. "I'm proud of my work," she admits. "I have a sense o responsibility to these things that occasionally borders on the l I feel good about what I've accomplished."

WHY ARE COMICS LATE?

jeff mariotte

Here's the theory: you go to the comic book store at the same time each month, and the next installment of your favorite comic is there. You read it, and the story and art work together leave you wanting more, so that the next month you'll be back at the store looking for the next issue.

Here's how it really works: you go to the store the day your favorite series is supposed to be out, but it's not there. You take the money you were going to spend on that comic and buy something else, or you leave the store and go and elsewhere. If you buy another comic, you might like it which case, next month you'll either be looking for both , or you'll drop the old one and just follow your new fave. week, you check back, and maybe your series is there this . If it's not, you might forget to go in the following week, maybe it came in while you weren't there and sold out, or be it's there, but at this point you've spent the money you earmarked for it.

Clearly from the point of view of the comic book publisher, the theory is better than the actuality. A publisher wants you hooked, and ously awaiting each new installment. Late comics up the whole system. From your point of view, the same applies—nobody has unlimited amounts of money to and at the comic store, and if you make the trip there on a in day looking for a certain title and it's not there, you'll be with a number of options, none of which are as good as the book you wanted in the first place.

So why are so many comics late? Late comics occur for a variof reasons. There's always the completely freak occurrence—FedEx package that's delayed by an unexpected snowstorm Michigan in September. But I'll stick to the tried and true reathe reasons that apply to 90% of the comics out there time for the freelancer to deal with financial matters, taxes, tracts, talking to his or her editor, corrections, sometimes motional activities, like store signings and conventions. The therefore has to work 7 days a week, or do a lot of workrelated activities at night or in the morning—times most of us to be with our families, or taking care of the other details make up our lives. Since most artists can't afford to comly neglect health, hygiene, and the rest of their lives, it's for them to draw a 22-page comic every month.

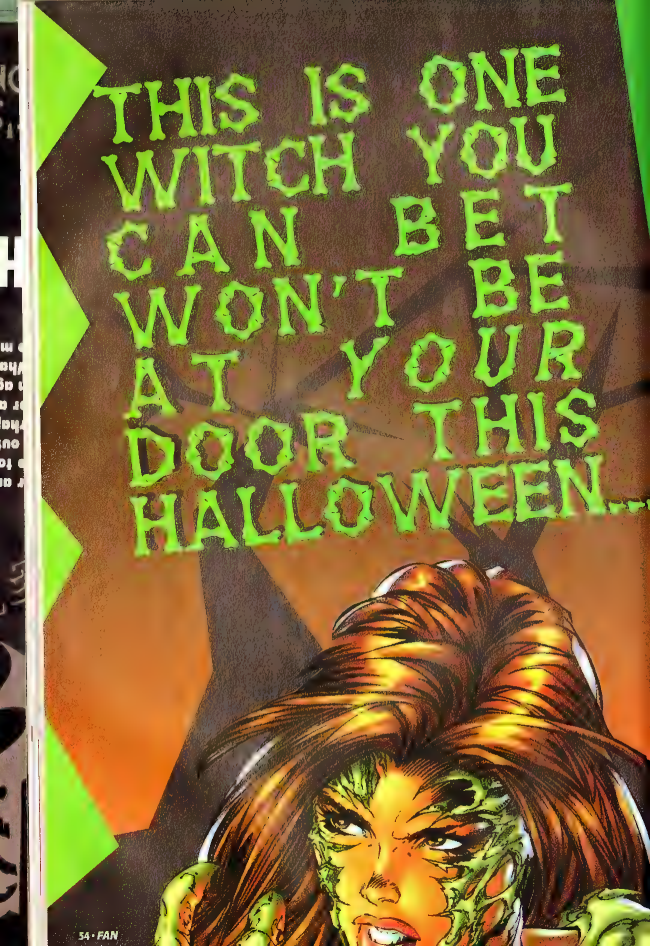
Sometimes deadlines are missed. Sometimes they take on too much work—a few trading cards and an ad piece in addition to the monthly can screw up a schedule. Out of deference to some artists, their books are scheduled every six weeks instead of every month, but even that kind of schedule is hard for fans to deal with. The book comes out in the second week of this month, but the fourth week of the next one, and after skipping a month altogether, the second week of the month after that?

Writers. The most commonly used method of writing comics these days is what's been called the "Marvel Method." The writer writes a plot telling the artist basically what happens in the issue. The artist draws an issue that more or less resembles the plot. Then the writer gets copies of the art, and writes the dialogue, making sure that anything the artist didn't make clear, or changed, or ignored gets clarified by the script. Usually the writer is working at this while the pages are being inked, but that's not always possible. And you never know when an image the artist draws on page 21 might spur a great idea for a line of dialogue on page 2 that foreshadows the ending perfectly. If you're scripting as you get the pages, you don't have the opportunity to take advantage of that. But if you wait till you have all the pages (especially if your penciler or inker are running behind), there's always the chance that you'll run into a snag somewhere, pushing the whole thing behind schedule.

Printers. This is a complicated process—far more complex than I could go into here even if I knew all the steps, which I don't. But I can give an example of how the printing process can make a book late—even though, in this case, it didn't—from my own series, **Hazard**. **Hazard** #3 was printed with 8 pages out of order. It wasn't the printer's fault, it was a mix-up in our own production department. We didn't, unfortunately, notice this in time to stop the shipping of the book. If anyone had spotted the problem, the book would have been held up while it was printed correctly. In this case, delaying the book's arrival by a week would have been better for the series than selling people an issue that made no sense to read. There are dozens of other printing problems that can crop up from time to time—if anything, it's surprising that more comics aren't delayed by printing errors.

There are plenty of other problems that can arise. The first issue of **Hazard** was late, not because it wasn't done on time, but because it was supposed to spin out of a crossover, and some of the crossover books that had to precede it were late.

Late comics are frustrating, and in the long run can cost publishers and retailers a lot of money. Nobody likes them, but they keep happening. I'm not asking you to excuse it, just to understand why it happens—and know that it bugs us as much as it does you. ■


THIS IS ONE WITCH YOU CAN BET WON'T BE AT YOUR DOOR THIS HALLOWEEN...

ucky for you, you can leave it to FAN and Top Cow to bring you all the treats without the tricks when it comes to cool Witchblade stuff. Just enter our Witchblade Halloween contest, and you'll be eligible to win a signed Mike Turner sketch and more!!

Grand Prize (one winner): An autographed Witchblade sketch by Michael Turner and Duy Truong and an autographed set of Witchblade Collected Editions, Volumes 1-4.

First Prize (two winners): An autographed set of Witchblade Collected Editions, Volumes 1-4.

Second Prize (three winners): An autographed issue of Witchblade Collected Editions, Volume 4.

Name_____ Age_____

Address _____

City_____ State_____ Zip_____

Mail your entry to Gemstone Publishing, Inc.,
Witchblade Contest, 1966 Greenspring Drive,
Suite 405, Timonium, MD, 21093

Contest rules: All entries become the property of Gemstone Publishing, Inc. and cannot be returned. Entries must be received by January 1, 1996, which is the closing date of this contest. Winners will be notified no later than January 15, 1996. Odds of winning will be determined by the number of valid entries received by Gemstone Publishing, Inc. by the closing date of the contest. Contest is open to residents except employees and their immediate families or agents of Top Cow Productions, Gemstone Publishing, Inc. or Diamond Comic Distributors, Inc. Taxes on prizes are the responsibility of winner. Grand prize: $300; First Prize: $90; Second Prize: $20. All local, state, and Federal taxes will be the sole responsibility of the prize winner. Canadian and international residents are not eligible for contest due to shipping. All prizes will be awarded, all decisions are final. Gemstone Publishing, Inc. reserves the right to substitute prizes of equal or greater value for any prize which will be awarded at the option of the comics retailer only and are not transferable. Gemstone Publishing, Inc. is not responsible for any lost, misdirected, illegible, incomplete or late entries. By entering this contest, you agree to allow their name, photograph, image likeness to be used by Gemstone Publishing, Inc. and Top Cow Productions for promotional purposes unless prohibited by law. This contest is void where prohibited, regulated, or restricted by law. For the names of winners of all winning entries, send a self-addressed, stamped envelope with your request to Gemstone Publishing, Inc. at the address listed above.

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FAN Tries the Top 15

Joe's Top 5 Revisionist Comics

#1) Watchmen

#2) Batman: The Dark Knight Returns

#3) Alan Moore's Swamp Thing

#4) Sandman

#5) ~~Aff~~ Giant Size X-Men

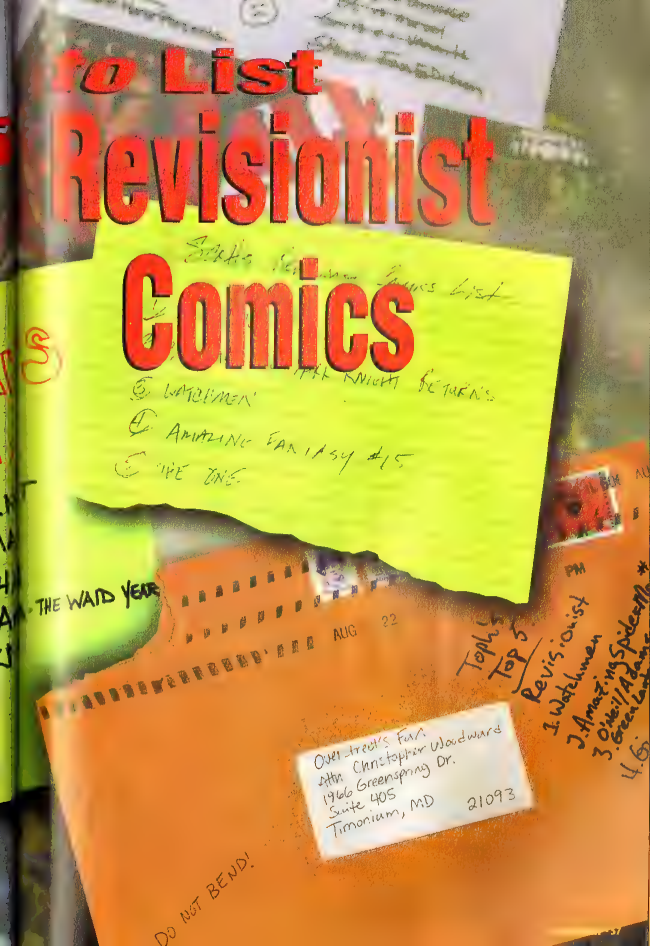
Joh
Li

1. DARK K
2. SANDM
3. WATCH
4. CAPT
5. STAR

Benn's Top 5

Revisionist Comics

1. Batman: The Dark Knight Returns
2. Watchmen
3. Alan Moore's Swamp Thing
4. Starman
5. Miracleman


to List
Revisionist
Comics
Watchmen
Amazing Fantasy #15
The One
THE WAID YEARS
AUG 22
Over-treats Fan
Attn: Christopher Woodward
1966 Greenspring Dr.
Suite 405
Timonium, MD 21093
DO NOT BEND!
Top 5
Revisionist
1. Watchmen
2. Amazing Spider-Man #
3. Green Lantern
4. 6.

REVISE:
To look over in order to improve or correct; to change or modify.
—Webster's Dictionary

REVISIONISM:
The process of updating or changing an exhausted character or concept (see Watchmen).
—Overstreet's FAN Dictionary

With this definition in mind, we here at **FAN** decided to take a look at the Top 15 Revisionist Comics (why is it always 15 wi us?). And, of course, we argued. Then we got together and bickered. And then fought some more. Finally, we realized th deadline was fast approaching, we had no list, and we had changed our topic 23 times. Then we thought about you, the fan Other magazines would've just hammered out some list and insisted that you accept it. However, we've decided to d things a little differently. We want you, our readers to pick *your* **TOP 15 REVISIONIST COMICS**. We'll be picking the best a most interesting lists and printing them in the magazine. AND, if we run your list, you'll receive a cool prize from o Overstreet Vault O'Valuables™.

We've given you an idea of what we ended up.

Now it's your turn to select the

TOP 15 REVISIONIST COMICS

Send us your list on a postcard, with your name, address, and age to Gemstone Publishing, Inc., Top 15 Revisionist List, 1966 Greenspring Drive, Suite 405, Timonium, MD, 21093.

And remember, your list is not returnable, so keep a copy.

No purchase necessary. **Lists must be received by January 1, 1997, which is the closing date of the contest.** Winners will be selected no later than January 15, 1997. Contest is open to everyone except employees and their immediate families or agents of Gemstone Publishing, Inc. or Diamond Comic Distributors, Inc. Prizes will be awarded in the name of the correct winner only, and are not transferable. Gemstone Publishing, Inc. is not responsible for lost, late, misdirected or damaged mail. Winners agree to allow their name, photo, likeness or statement to be used by Gemstone Publishing, Inc. for promotional purposes unless prohibited by law. This contest is void where prohibited, regulated, or restricted by law.

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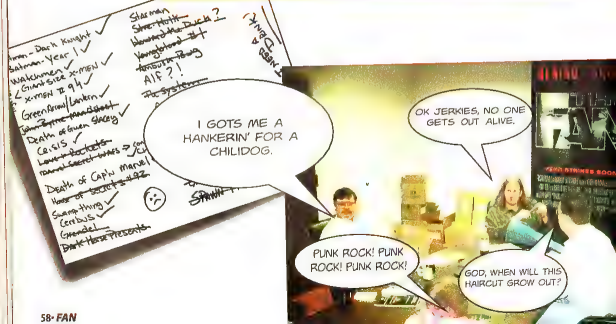
I GOTS ME A HANKERIN' FOR A CHILIDOG.
OK JERKIES, NO ONE GETS OUT ALIVE.
PUNK ROCK! PUNK ROCK! PUNK ROCK!
GOD, WHEN WILL THIS HAIRCUT GROW OUT?

People used to think that the Earth was the center of the universe.

They don't know how wrong they were...

http://www.gemstonepub.com/fan

Big Change is Coming...Mutation...Evolution

Make the Connection Now.

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GIVE ME CHAOS!

UR READERS RATE #1

To a lot of people in the comics community, Chaos! Comics is something of an enigma. How did this company that dwells in darkness ... so much commercial success? ... certainly, Chaos! hasn't followed the traditional route. We don't feature spandex heroes, we are a "color of nations" company who tend to employ ... ted unknowns, and we are "outsiders" ... we make our own rules, we don't follow others. Yet you ... force to reckon with ... as much as some ... way, we ain't going anywhere. Why? It's ... success lies in the fact ... committed ... p in comics. Everyone ... about empty ... e, meaningless cr ... the next ... ie deal. We have ... t we worry ... ing our readers s ... we don't break ... ty in the stories ... os making the ... comics we can. And ... graced with a dedicated readership ... on the planet ... can separate us from ... are a gang.

The object of this ... insight to what goes on ... readers. It's also intended ... with every ... ally satisfying one-w ... eveal will probably be ripped ... off by all the usual ... suspects, but just let ... me state for the record ... we did this ... stuff first. Now let's get on with it!

THE BEGINNINGS

When we started up Chaos!, we knew there was a need for dark entertainment ... n see now, everyone is jumping ... the difference with us is ... of comics ... heart. We dig darkness ... immediately. From ... of cool stuff in the ... ups, poems, and ... cars, satellite dishes ... Early on, we estab ... FIEND CLUB to keep our people ... memorate their accomplishments ... learn to us was that Chaos! Comics was ... book company. Chaos! is an attitude, a ... of us as the Harley Davidson of Comics. We ... comics, apparel, jewelry, and attitude! And ... popular illusion, chaos! readers are not ... headbangers. Our readers come in all ... shapes, sizes, and ages. They ... a variety of backgrounds, from stud ... to doctors, lawyers, housewives ... bands and low riders. It runs the gamut. And we do have a strong female following. Heck, **Lady Death** was even on the Friends of Lulu top 20 list!

REWARDING

Top: left to right: Jason Jordan, Brian Pulido, Steven Hughes.
Left: Chaos Publisher Brian Pulido.

OR GIVE ME DEATH!!!

THE READERS

So... realized we had to broaden the celebration of our... ers, because we started getting all this cool stuff in t... all, so we've established an industry first—THE ANI... CHAOS! READER AWARDS . Isn't it about time some... recognized the most important people in com... the readers? Well we did. The Reader Awards has... arate categories and several special merit awa... We will hold the actual Awards/Halloween bash on Sa... day, October 19 in Mesa, Arizona at our favorite nigh... —The Nile. All our current Fiend Club mem... bers... a free and we've received RSVP's from all over the... try.

An... our most dedicated readers are our letter hack ers—... ople who write us constantly. Hacker of the Year is on... ur Reader Awards. When we've strayed from the... path, they straighten us out. For their insight, we want to thank "Demon" DAN L. WELLS, the... coined the phrase "Sworn to The Black." Also ... ERGRAST and Mother of three and all around ... EVERS. After a comic comes out, we check the... ically until their letters come in and we hear... m!!

We... a full-time reader contact, Marja Vandeweerdt. Mar... is to see that there's a constant flow between Chao... our readers. She keeps everyone informed and... the reader's voice in the company. She man-

ages our wild contests, our tour stops and The Fiend Club. She can be reached toll free at... 888-CHAOS13 during regular West coast business hours.

OTHER DARK MEMBERS

Lady Death, Evil Ernie, and Purgatori tattoos are very popular with Chaos! readers. We've received over 50 entries for the Awards this year alone and this doesn't include the dozens we've seen in tattoo mags and on the road. In my mind, some stand outs have to be NANCY THOMPSON's Lady Death tattoo; CHRISTIAN HANSSLER's insane leg piece that includes Lady Death, Evil, Purgatori, Lady Demon, and Smiley; SEAN BRUMMET has a mean Purgatori tattoo; and LIL' JOE BLUE has an outrageous shoulder piece of Lady Death. Hey, there's even an unnamed dude in Chicago who has our names tattooed on his back! Nice going folks.

When we roar into town on a tour stop, we contact a local Fiend Club member to see if they want to help out over the weekend. That's where we met BRIAN ANTON. Brian has the distinction of starting the first Fiend Club chapter in San Francisco. The 15 members get together and talk about the goings of our mythology and other chaotic concerns. We're working with Brian to replicate his chapter program throughout the country! We've also met "Dandy" DAN... JOSEPH, who's shown tireless dedication to the Chaos! cause, and recently in Dallas, we hooked up with BRIAN and EVAN.

We get a lot of... action figures in the mail, and not just Lady Death... Readers know we have a whole cosmos evolving. Recently, we received photos of 22 cus... tom action figures from STAC INGRAM and... RAVE LOOK of Saginaw, Texas. They are amazing. Besides the most popular characters, they did accurate renditions of ASTEROTH, BEDLAM and LUCIFER! Very cool.

DAVE BALANCE is an artisan of unequaled skill. His "Battle Armor" Lady Death is a sight to behold. JOHN PIETKIEWICZ did a group toy that includes CREMATOR and CHASTITY. And that's just the tip of the iceberg. DONALD MANNING, MEREDITH DEMOSS, ERIC HARTMAN, and SHARON HILL are rather crafty themselves.

MORE THANKS FROM THE DARKNESS

Perhaps the wildest category of fiend awards is the "Custom Vehicle" of the year. We really do get a lot of entries. GABRIEL and JESSICA BARRERA of Texas have a souped up custom Lady Death Nissan truck with images of the diva on every panel. WAYNE & TINA MAESTAS of Denver have a rad Lady Death Geo Ford Tracker low rider, and these folks are super dedicated to the Chaos! cause. They take their Geo to car shows and display their Chaos! collections in a homemade graveyard (naturally this makes them eligible for the "Chaos! Lifestyle Award"). DAVID GOLDBERG, out of Florida, has the incomparable "Evil Ways" Evil Ernie truck and DAVID SWANSON has the sporty Smiley "Doombuggy". Oh yeah, MATT MOSSMAN has one mean Lady Death "Dark Side" low rider, but we hear he's about to build a Purgatorimobile now that our vampiress has caught his attention.

A lot of readers like to dress up at the conventions and at Halloween as Chaos! characters. ERIC HARTMAN makes a good Smiley, MATHEW COX and KEVIN (of Detroit) are both outstanding Evil Ernies.

Chaos! is emerging in popular culture, thanks to our readers. A while ago, on MTV's Headbangers Ball, V. RIC CKRACHMAN wore an Evil Ernie T-shirt when they did a special on Metallica. And, not to be outdone, fiend CAMERON ROSS wore an Evil Ernie T-shirt and a Smiley button on the MTV/Metallica "Mother Lode" contest show.

Readers have taken interest in displaying their collection of Chaos!, dedicating entire rooms to the pursuit. KAMALA of California has an entire apartment with Chaos! stuff all over. She did a great job customizing some Lady Death imagery to fashion a table too. TINA MAESTAS

Gerland Hall's tattoo

Mauricio's cool Lady Death Dish!

Eric Hartman as Smiley for Halloween

Top: Greg Pollack's kill truck

Left: Gabriel and Jessica Barrera's custom Lady Death Truck

Check out Nancy Thompson's kitty pose!

Al Ortega!

Chaos! artist supreme Steven Hughes.

SCOTT RORIE, and ERIC EBLING have also done great jobs.

BEST OF THE BEST

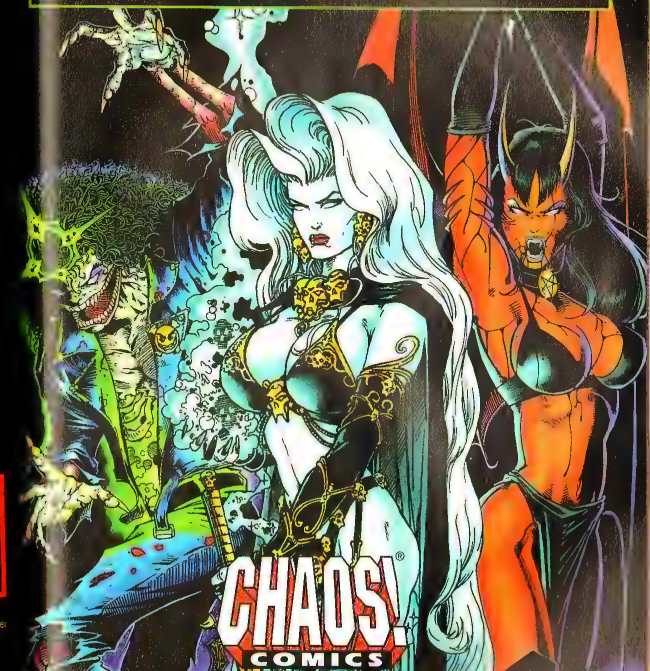
Perhaps the most coveted award of the Fiend Awards is "FIEND OF THE YEAR." This goes to one person who has truly demonstrated allegiance to the Chaos! cause. Now other companies might offer incentives to their readers to become a "Reader of the Tear." For example, they might say that the reader who helps them sell a bunch of copies gets the award, or the person who promotes the company gets the award. We don't do that. We think that's manipulative. Our criteria is simple. We will pick the person who truly can't get enough of Chaos!. We're flying that person out to Chaos! headquarters and honoring them as Guest of Honor at the awards! Cool! Who could it be?

That's just a hint of the fun we experience with our readers, and it really only touches the surface. We have so many more regular contributors that I didn't mention you, please don't be offended. We constantly run contests of all kinds, and, come January, we're revealing the ultimate Chaos! collectible. THE OMEGA EDITION. But in closing, I would like to give a shout out to all our readers. Thank you for your support, because without you, we are nothing. And remember: Give me Chaos! or give me death! ■

CHAOS!

COLLECTORS CORNER

pport your local comic shop and ask them to carry Chaos! Comics. If they don't, the Chaos! Collectors Corner service to Chaos! readers, providing Chaos! books and other cool Chaos! stuff (depending on availability). eceive a catalog, send a self addressed stamped envelope to: CHAOS! COMICS COLLECTORS CORNER ALOG, 7645 E. Evans Rd., Suite 6, Scottsdale, AZ 85260. No Stamp - No Catalog! Always check with your ic shop first, because they get it first.



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Brian Pulido Brings FAN to the Place "Where Darkness Dwells"

Interview by Todd Hoffer

FAN: What makes Chaos! Comics so special?
Brian Pulido: That's always a tough question. I mean, because I'm the publisher, I think [illegible] that we're giving the readers a dose of something [illegible] and I hope [illegible] they can sense that.

When you started Chaos! Comics, did you ever dream that you would become so successful so fast?
*No. Not at all. I was just worried about getting the next book out. I remember [illegible] honestly, no, I'd never have guessed this. It's fantastic. I'm living a dream. [illegible] awake. It's wild. When it started, especially with **Lady Death** #1, I took my [illegible] exploded right in front of our face, and we were like, "Holy Mackerel!" But then we just caught the reigns of the horse and said, "We're off to the races." And now we're [illegible] tenders; I love it.*

With the success of Evil Ernie and Lady Death, are you going to do some more light-hearted? Not that Evil Ernie isn't light-hearted...
Well, I think people have come to expect the darker side of things from Chaos! Comics. There have been times when we tried things out of the category we've created because of success. Right now we have a science fiction series running called Rock and Fire, and [illegible] the initial orders from retailers weren't large, it seems to have been embraced by our readers. Steven Hughes and Jane also committed to a creation we have called Deathmate Terminator, a look at the abuse and effects of people with power, and their effects on the world. So I think you'll see us making comic books that are scary, but for kids. I think, by and large, I'm pretty happy with where the company is. We are "Where Darkness Dwells." But I'm not [illegible] stories of Armageddon. I am perfectly happy to tell those tales that [illegible].

Is Chaos! Comics planning any crossovers with any other companies?
We have absolutely no plans in the immediate future to do crossovers. We have a tendency [illegible] nomenon of people doing all these crossovers and we figured [illegible] and to continue to build our own mythology was just to stay [illegible] that I think could be fun, but there are no plans whatsoever in the [illegible] feedback from people saying that they're just sick of it and they [illegible] as cash-in moves. I really don't disagree. I think sometimes when companies [illegible] do a lot of these crossovers. While there are some that would be fun, we [illegible] plans whatsoever.

With the popularity of toys growing within our marketplace, are we going to have Lady Death or Evil Ernie action figures anytime soon?
*There is absolutely nothing I can tell you. But if I were you, I would stay tuned. I am not the kind of person to hype things up, but stay tuned. Keep your eyes peeled to **FAN** to find out.*

Are there any more trading card games in the works for Chaos!?
*Yes. Over the next calendar year, we have plans to produce four separate card [illegible] production now, Lady Death will come out in November, and a new [illegible] out in the Spring, and we've called the **Cast of Chaos!** will come out in the [illegible] also be a very special Halloween project coming out as well. We have a few [illegible] ented artists working on these projects.*

Have you given any thought to producing a collectible cast game [illegible] Ernie?
One of the messages we like to convey to our readers is that there's a [illegible] mainstream crime and Lady Death. Though they are in the forefront, both [illegible] characters, that are very alive and well. Although all of the [illegible] have [illegible] now. Now they are very fleshed out and separate in and out [illegible] I was personally interested in because [personally like all the characters, but I wanted our mythology developed out, but I didn't really want to force it. I want it to [illegible] but organically. You can see [illegible] into development on things like that within the next couple [illegible] issues.

We at FAN want to thank you for taking time out of your busy schedule [illegible] Anything else?
*Thanks. It's been a pleasure to closing. It was fun [illegible] with Out for Chaos!, [illegible] **Pain**, a three-issue mini-series coming out in January. I'm [illegible] surprise, and the artwork is amazing.*

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SOMETHING WICKED THIS WAY COMES

a talk with Jeph Loeb

by

Joseph P. Rybandt

F

back to WonderCon of this year: I'm trying to get a word in with Jeph Loeb and Tim Sale about the coverage that was planning for The Long Halloween. As we talk, more and more fans are cramming in front of their table; Jeph is swamped with kids demanding to know all the [illegible] Cable's past and other such mysteries of the Children of the Atom. Needless to say, I let the kids win out and head back to the booth [illegible] ComicCon International: I'm still trying to get a word in, only this time Loeb has just been named the new writer of Captain America [illegible] of fans waiting for autographs win out. So to the phones and the little closet we like call an interview room [illegible] talk to one [illegible] that will be bringing us one of the most anticipated Batman projects in years. The Long Halloween!

DO A YEAR TWO?

...It takes a...a simple sentence like..."...The Long Halloween," to get...to get people excited that like to talk...and I'm here to listen. Thrilled, honored. It's the...the world's most talented artist and I'm not kidding around. Biggest-selling edition of the greatest comic ever done. You can't get that Batman series that it ever been done with Batman. It's thirteen issues long, starting and ending with a forty-eight page Halloween...and...sounds huge, no? It is enormous...I'm a...a...a...a...for friends who believe in Gotham City...Batman...explain Jim Gordon, Harvey Dent and Bruce Wayne. You know once Bruce Wayne and Batman because everybody involved believes that they are separate people, so they have different relationships in a tragic story because we already know what's going to happen that Harvey Dent has a date with destiny...Harvey Dent will become Two-Face. This is a...a...a love and betrayal of friendships that will...ruin everything responsible, and that's a pretty big one as far as I was concerned...and it really...really...come...

...take a lot...I mean picking up the...the...the...Jeph Loeb...and Mazzucchelli's **Year One**...I mean...I'm not...not good upon satisfactorily. In my opinion...the...the...**Year Two**. Coming from **Year One** we have t...tone...how...actly which had been...ed by a crim...boss. The Roman...went to a city of...armed freak...And all the freaks play a part...in...of **The Lo...Halloween**...sports a distinct...exotic...look at all t...mas players in the world of heroes...Catwoman...a...pretty...bomb...ing up...Thanksgiving...got a Joker Christmas and New Years. Poison Ivy a...somehow up...Valentine's Day...Easter's Day...as the...the...Rain Hood...and the...Scarecrow...around...the Beyonnas...don't even...on...about...but...As...ever...does this sound...but it doesn't stop there. These are not the first encounters wi...these people. They're not setting any continuity...only story to which we are adhering is the story w...Harvey Dent and his eventual turning into Two-F...which should give you an idea, hint-hint, as to w...the last **Halloween** is going to be.

Super-thanks to Loeb. The Long Halloween can...the answer to how is all this coming about. Well, I...sock that...comprised the third **Halloween** special **Ghosts**. There are very, very special things to u...think the people that read these interviews have a...the love that goes into them. At that point in t...moves done, Tim and I moved on to **Wolverine**/**Gambit** and I had a lot of responsibilities to the group...I had wanted to...go out on a high note ar...thought **Ghosts** was as good as it could get.

Sounds pretty simple, doesn't it? But a series of seemingly unpremeditated events gave life to this fact, it's one of...I remember them in the co...order as I apologize to everyone in advance. At Goodwin...suggested I...it's whether or not we're from the...ending more. Archie was interested in...Jon...because Tim's non-stylized...to...seemed...to the world of gangsters, some a...to think about the world of **Year One**. We did

[illegible] very daunting [illegible] shadow."

[illegible] indeed, but the [illegible] pushed forward and the groundwork [illegible] "I was watching the documentary on the Beatles [illegible] whenever it was, and I saw this story about four guys who lived [illegible] together all the time and trusted each other. What [illegible] documentary was that one day John Lennon started showing [illegible] upset the partnership to the point that it was never [illegible] to myself, wow, what a really interesting idea for a [illegible] like the Fantastic Four where all of a sudden one of them [illegible] insane, whatever, and how would that affect the team [illegible] decided on toppling Doctor Doom?"

[illegible] "So I [illegible] around in my head, and [illegible] how to make it work in the [illegible] group, how to make [illegible] talking to [illegible] one day and he says to me, 'You're [illegible] would mean you'd be dealing with Harvey Dent [illegible] just went 'Oh my God.' Mark said that he had [illegible] a lot. I asked if it was okay if I could go in that direction and he [illegible] Because of that it just all fell together."

[illegible] developing, the friendships between [illegible] question. One of these four men [illegible] the Joker. That's a frightening [illegible] Dent/Two-[illegible] everything that they were [illegible] restore order to Gotham. And here's Jim Gordon looking at Batman [illegible] even know who you are [illegible] mask. It's the [illegible] Bruce Wayne [illegible] that Harvey Dent was going to be [illegible] for the rest of [illegible] happen. What would [illegible] had told him [illegible] the stuff that [illegible] for the bells and whistles. [illegible] good Batman [illegible] mystery. There is a [illegible] will start to [illegible] because on every [illegible] Every [illegible] in our cast, men and women, is suspect [illegible] that we will know the identity by the end of the series [illegible] plan in case the word gets out. There are only three people who [illegible] and if by some fluke the word gets out, we have the best [illegible] We welcome people guessing [illegible] with the back [illegible] to trace.

♫"MEMORIES"♫

Jeph wasn't quite as open when [illegible] came to discussing his relationship with Tim Sale. He [illegible] two [illegible] went on to [illegible] The Challengers of the Unknown [illegible] a movie called [illegible] of all people, at Warner Brothers. Now this was before Keaton [illegible] they'd come together [illegible] through [illegible] friends [illegible] and I became friends and she said, 'If you're not going to do the [illegible] you like to do a comic book?' [illegible] the comic book industry [illegible] Superman."

[illegible] Jeph [illegible] that he couldn't [illegible] Challengers. They [illegible] Barbara [illegible] into dangerous territory again [illegible] "Again they said no." [illegible] what about [illegible] They explained that these people work for other companies and [illegible] needed to find somebody who either works for our company or someone [illegible] Sale, and to this day, Loeb is still thankful to Barbara, without whom [illegible] would have been possible.

[illegible] to say, they clicked. [illegible] people, and that's what's needed for Challengers. [illegible] work on Challengers [illegible] to me when people [illegible] sort of what remains [illegible] back and watch the [illegible] days we already have [illegible] The Long Halloween [illegible] [illegible]teen issues. Enjoy! ■

SENTIMENTAL JOURNEY

a chat with Tim Sale

by

Benn Ray

[illegible] convention circuit was a busy one this year. Finally [illegible] the season on a beautiful San Diego afternoon outside the convention center, I bumped [illegible] Tim Sale, the writer/artist team (respectively) on the new Batman maxi-series, Batman: The Long Halloween. I asked Tim if he had a minute to answer a few questions and he said no [illegible] the whole convention [illegible] They explained that [illegible] treated Joe; they were nice guys to me.

♫"ROOOXANNE, YOU DON'T HAVE TO PUT ON THE BAT SIGNAL..."♫

[illegible] Batman: The Long Halloween [illegible] sentimental [illegible] Batman Halloween [illegible] The Long Halloween [illegible] the Mad Hatter story because of the [illegible] between Bruce Wayne and his mother [illegible] and it really bugged [illegible] the top, and then dealing with the emotional aspect of this guy."

Tim obviously loves collaborating with Jeph, and he [illegible] Batman [illegible] surprised at how emotionally resilient the character is for me that I never tire of doing it. It's like when Sting says he never gets tired of singing 'Roxanne,' and [illegible]

[illegible] to be [illegible] a crazy version of [illegible] Batman, telling stories about Batman."

THE CREATOR'S CONTROL

One reason this new saga [illegible] Batman is because he [illegible] to it. The results [illegible] enjoy the [illegible] own [illegible] when [illegible] had to work with [illegible] haven't been happy." Currently on **The Long Halloween**, [illegible] says he's discovered [illegible] amount of work. [illegible]

Yet, despite [illegible] for people to fit the [illegible]. Other people [illegible] much, but I feel it very strongly.

[illegible] what I wanted to do with this book," he explains [illegible] **The Long Halloween**. "I wanted a really straight-ahead comic book thing. The layouts are not fancy and I'm taking very simple, just a skinny line and then big heavy black areas and no feathering or things like that. The last big project I [illegible] was **Wolverine/Gambit** and [illegible] a lot of cross-hatching, a lot of [illegible]. I like the simpler, bolder approach. Some people use cross-hatching and feathering to cover up inadequacies in their art, but when you pare way down to just a simple approach, it's a lot more work."

The Long Halloween will pick up where Frank Miller and Dave Mazzucchelli's **Year One** left off. And in continuing with the story [illegible] influential in my decision to go for the really simple, straight ahead style in the artwork." However, lest you get the wrong impression, Tim clarifies, "But I don't want it to look like any other **Batman** book out there."

[illegible]

One of the things that interested me in talking to Tim, aside from my appreciation of his work, was there has always been something about the way people draw Batman that's bugged me. Have you ever noticed how, from artist to artist, the length of the ears on Batman's [illegible] "It's [illegible] to us." A lot of it has to do with how artists look at the character [illegible] **Batman/Grendel** [illegible] gave him very small ears. At an early age I read Jim Steranko talk[illegible] about, in his **History of Comics**, different artists giving him [illegible] Clearly Steranko liked the longer, spookier ears. That decided it for me. My ears are shorter than Kelley's [illegible], the artist on **Batman**, but I put less [illegible]. One of the great things about Batman is that [illegible] and you can have different, really strong, [illegible] him depending on who's drawing him. The Batman [illegible] book is a great one."

Finally I was getting some answers. So I decided to push my luck and hit him with my Batmobile conundrum. If Batman is a character that relies on fear, mystery and darkness, if he's a figure who hides in the shadows, operates at night, and [illegible] the biggest [illegible] nal working the turf would [illegible] the street as soon as he [illegible] I was pleased to discover that [illegible] favorite Bat-related thing to draw is "The Batmobile, and I've hardly ever drawn it. Everybody knows that I hate drawing cars." Yet the discrepancy between the character and his automobile is Tim reveals "One of the reasons we don't use it. When Batman absolutely has to be moving fast, then we put him in it. Part of the reason that Jeph and I work as well as we do on Batman is that in just about every aspect have the same vision of him. He's a very sentimental character to us and we have the same ideas like [illegible] around in [illegible] and [illegible] **Halloween** [illegible] explore [illegible] aspect of what it's like to be somebody whose [illegible] completely [illegible] up at age eight, who shut [illegible] [illegible] of the world."

THE [illegible] SECTION

The [illegible] the only thing you're going to be seeing [illegible] **The Long Halloween**. When [illegible] [illegible], he states, "I don't have him smoking [illegible] interesting visually." Tim confides [illegible] I can't stand smoking. The more [illegible] movies and see everybody smoking [illegible] the more it turns me off. For a while [illegible] visually, but then we were never [illegible]. We would have Barbara Gordon [illegible] Jeph [illegible] about that? So we had Gamb[illegible] [illegible] really hard for him so [illegible]

[illegible] longer smokes. He realized [illegible] hours since he had a cigarette [illegible] one in a long time and he said: Well [illegible] do it, and he did it. But it's both a personal [illegible] how pre[illegible] it is."

Yet at the same time, Tim is altering icons. Can you imagine [illegible] Dean looks cool in that famous pose if he [illegible]?" He explains, "It's a very different era and it's [illegible] something that I feel responsible [illegible] me, I had a lot of moral problems about [illegible] preaching about it, but I had a choice [illegible] **Batman: Year One**, Gordon smokes all the way through [illegible] see him he's lighting up a pipe, and we'd never [illegible] before. That was a subtle but [illegible] In the first **Long Halloween**, we see him quite [illegible] just eliminate it from the character." However, smoking isn't completely banned from Tim's art, he says. "My bad guys smoke."

THE END [illegible]

[illegible] changes in Batman, Tim has a clear vision of how he wants **The Long Halloween** and his Batman to [illegible]. He says, "My essential Batman pose is him [illegible] [illegible] and glimpses of his body [illegible] that's the feeling I want to convey. I like [illegible] cape being forty feet long and looking like [illegible] alive at times, and other times I like it [illegible] there sweeping, sometimes it's short and [illegible] times it's long."

Overall, the character's appeal for Tim is [illegible] lives in the shadows and he works [illegible] is very, very appealing to [illegible] draw on my feelings about him emotionally to see the visuals then gives these [illegible] to us and [illegible] results are [illegible] but. ■

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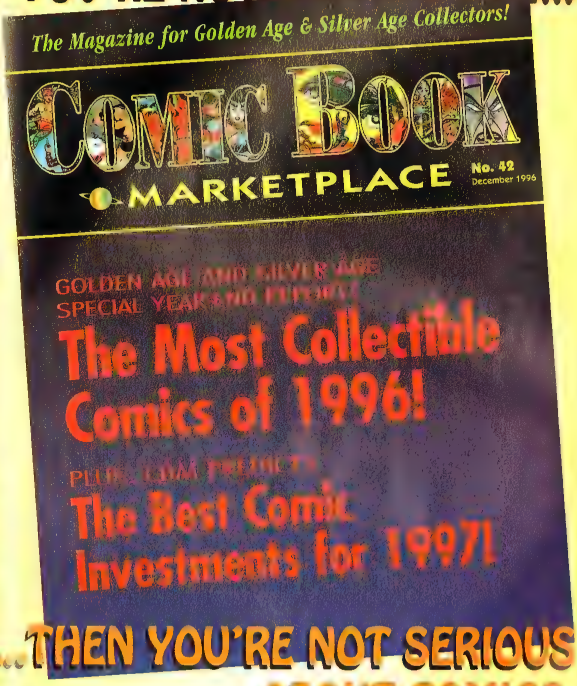

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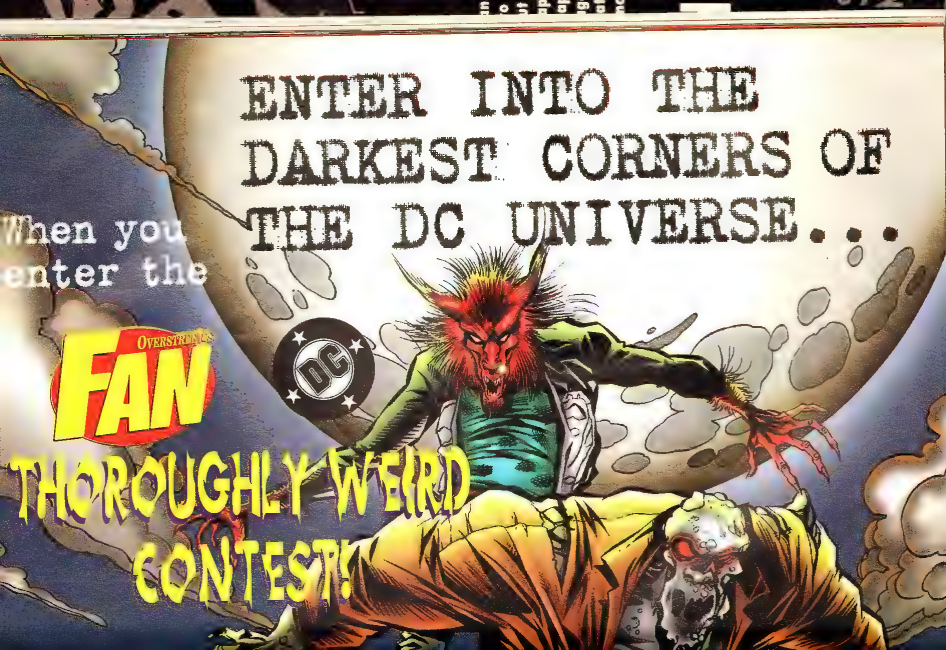
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FAN
THOROUGHLY WEIRD CONTEST!

NOW THAT DC'S PUBLISHING BOOKS LIKE *SCARE TACTICS*, *NIGHT FORCE*, *CHALLENGERS OF THE UNKNOWN*, AND *THE BOOK OF FATE*, EXPOSING THE WEIRD UNDERSIDE OF COMICS, WE THOUGHT WE'D GET INTO THE ACT AT *FAN* AS WELL. DC ALREADY KNOWS JUST HOW WEIRD THE LOT OF US ARE AT THE *FAN* OFFICES, BUT WE WANT TO KNOW JUST HOW WEIRD OUR READERS CAN BE.

TO ENTER, SEND US A PICTURE OF YOU DOING SOMETHING THOROUGHLY WEIRD. IT MAY BE SOMETHING THAT SIMPLY COMES NATURALLY TO YOU. BUT SENDS OTHERS RUNNING OFF IN HORROR AS LONG AS IT'S WEIRD', THE READER WE DEEM WEIRDEST GETS THEMSELVES DRAWN INTO ONE OF THE FOUR DC TITLE MENTIONED ABOVE. DON'T FORGET NOTHING ILLEGAL, KIDS, AND NO NUDITY. WE'VE GOT PLENTY OF THAT AT THE OFFICE ALREADY:

GRAND PRIZE: ONE LUCKY AND THOROUGHLY WEIRD READER GETS DRAWN INTO *SCARE TACTICS*, *NIGHT FORCE*, *CHALLENGERS OF THE UNKNOWN*, OR *THE BOOK OF FATE FROM DC COMICS*!

FIRST PRIZE: FIVE COMPLETELY WEIRD WINNERS WILL ALL RECEIVE COPIES OF THE #1 ISSUES OF ALL FOUR BOOKS, AS WELL AS LOTS OF COOL POSTERS AND PROMO STUFF FOR THOSE WEIRD AND CRAZY TITLES.

...be the property of Gemstone Publishing Inc. and cannot be returned. Entries must be received by ... 1966, which is the closing date of the contest. Winners will be selected no later than January 15, 1966. Odds of winning will be determined by the total number of entries received by Gemstone Publishing, Inc. by the closing date of the contest. One entry per person. Contest is open to all readers except employees and their immediate families or agents of Warner Bros. DC Comics, Gemstone Publishing Inc. or Diamond Comic Distributors. Prizes will be awarded as follows: Grand Prize: $500 Plus Prize $20. A check or money order and Entries must be received by the deadline and overseas winners are responsible for any duties imposed during shipping. All prizes will be awarded. Gemstone Publishing, Inc. reserves the right to substitute prizes of equal or greater value for those listed above. Prizes are for winner only and are not transferable. Gemstone Publishing Inc. is not responsible for lost, late, ... Winner's name, photograph and/or likeness to be used by Gemstone Publishing, Inc. and DC ... This contest is void where prohibited, regulated or restricted by law. For the names of ... envelope with your request to Gemstone Publishing, Inc. at the address above ... Scare Tactics ™ and © 1966 DC Comics. The DC logo and stars are registered trade ... Greenspring™ is **FAN** is a registered trademark Gemstone Publishing, Inc. FAN IS FAN, 1966™

This is me at my weirdest. Hope you like it.

Name_____ Age_____

Address_____

City_____ State_____ Zip_____

Mail your entry to Gemstone Publishing, Inc., DC Weirdo Contest, 1966 Greenspring Drive, Suite 405, Timonium, MD, 21093.

*Gemstone Publishing, DC Comics, and Warner Bothers are not liable for any harm, injury, or misfortune that may befall anyone choosing to enter this contest.

FAST FORWARD

by Benn Ray

JOHN CUSACK IS A TROUBLED HITMAN IN LOVE IN *GROSSE POINTE BLANK*.

GROSSE POINTE BLANK

Breed: Tarantino-esque Comedy
Studio: Buena Vista/Hollywood
Release: Late Fall
Director: George Armitage
Screenplay: John Cusack, Steve Pink, Tom Jankiewicz, D.V. deVincentis
The Players: John Cusack, Minnie Driver, Dan Aykroyd, Joan Cusack, Alan Arkin, Jeremy Piven
Insider Info: John Cusack's pay-check for this film was $5 million.
The Lowdown: When hitman Martin Blank (Cusack) takes his phychiatrist's advice and does something "normal" for a change, he goes to his class reunion and ends up falling in love with the daughter of his next hit.
The Tip: Yet another reason to avoid your high school reunion, even if it has an open bar.

DEAR GOD

Breed: Postal Comedy
Studio: Paramount
Release: December
Director: Garry Marshall
Screenplay: Warren Leight
The Players: Greg Kinnear, Laurie Metcalf
The Lowdown: When a cynical con artist gets a job at the Post Office working in the Dead Letter Office, he realizes there are still plenty of opportunities to turn a divine con.
The Tip: Isn't the Post Office itself just an elaborate con game?

THE EVENING STAR

Breed: Based-On-A-Larry McMurtry-Novel Sequel
Studio: Paramount
Release: Winter
Writer/Director: Robert Harling
The Players: Shirley MacLaine, Bill Paxton, Juliette Lewis, Ben Johnson, Miranda Richardson, Marion Ross, Jack Nicholson
Insider Info: The original, *Terms of Endearment*, collected 5 Academy Awards.
The Lowdown: Continuing the story of Aurora Greenway (MacLaine) from *Terms of Endearment*, we find her three grandchildren grown and troubled. Nicholson reprises his role as the horny astronaut next door.
The Tip: What about Flap!?

NIGHT FALLS ON MAHATTAN

Breed: Based-On-A Book/Corruption-In-The-System Drama
Studio: Paramount
Release: Winter
Writer/Director: Sidney Lumet
The Players: Andy Garcia, Ian Holm, Lena Olin, Richard Dreyfuss, James Gandolfini, Sheik Mahmud-Bey, Ron Liebman, Colm Feore
Insider Info: This movie marks Lumet's 40th film.
The Lowdown: When an idealistic street cop (Garcia) turns Manhattan District Attorney, he discovers corruption in the criminal justice system. The cop finally learns that ideals are unrealistic in the political system.
The Tip: The moral: Ideals are unrealistic. Sheesh, why do you think they're called IDEALS!?

ONE FINE DAY

Breed: Brady Bunch (minus the bunch) Romantic Comedy
Studio: 20th Century Fox
Release: Winter
Director: Michael Hoffman
Screenplay: Ellen Simon, Terrel Seltzer
The Players: Michelle Pfeiffer, George Clooney, Mae Whitman, Alex Linz
The Lowdown: A career-minded single mother (Pfeiffer) is forced into helping a career-minded single father (Clooney) who's hot on the trail of a story for his column. "Here's the story, of a lovely lady, who was bringing up a very girl/Here's the story, of a guy named Clooney, who was busy with a son of his own...."
The Tip: Batman and Catwoman, together again!

L.A. CONFIDENTIAL

Breed: Based-On-A-Crime-Novel Drama
Studio: Warner Bros/New Regency
Release: Winter
Director: Curtis Hanson
Screenplay: Brian Helgeland
The Players: Kevin Spacey, Kim Basinger, Russell Crowe, Guy Pearce, Danny DeVito, James Cromwell
The Lowdown: This hard-boiled story of crime and corruption takes place in '50s L.A., just as it was being developed into the paradise we know it as today. Basinger is the mystery woman caught in t center of two separate but intersecting LAPD investigations.
The Tip: A hard-boiled flick starring a scrambled actress; sounds pretty eggy.

MAD DOG TIME

Breed: Mob-Based Comedy
Studio: MGM/UA
Release: Winter
Director: Larry Bishop
Screenplay: Larry Bishop
The Players: Richard Dreyfuss Jeff Goldblum, Ellen Barkin, Gabriel Byrne, Kyle MacLachlan, Gregory Hines, Diane Lane, Henry Silva, Burt Reynolds, Angie Everhart
The Lowdown: Friends, famil and cronies must get re-adjusted to having murderou ly insane mob boss Vic aroun after he gets released from a mental hospital.
The Tip: Ah, those eccentric mob bosses.

KYLE MACLACHLAN (ABOVE) RE ADJUSTS TO THE BOSS IN *MAD DOG TIME*.
(LEFT) A VERY CONFIDENTIAL KEVIN SPACEY.

NOTHING TO LOSE

Breed: Odd Couple Buddy Picture
Studio: Buena Vista/Touchstone
Release: Winter
Writer/Director: Steve Oedekerk
The Players: Martin Lawrence, Tim Robbins, Jonn C. McGinley, Giancarlo Esposito, Michael McKean
Insider Info: Oedekerk's directorial debut was *Ace Ventura: When Nature Calls.*
The Lowdown: When an uptight advertising executive (Robbins) suspects his wife is sleeping with his boss, hijinks ensue. Thinking his life can't get any worse, he gets car-jacked. This is the proverbial straw as he snaps and kidnaps his would-be car-jacker (Lawrence). However, the two bond as they take to the road and decide to set up the unfaithful wife and her lover.
The Tip: It's *Lethal Weapon* meets *Falling Down.*

MARTIN LAWRENCE HAS NOTHING TO LOSE

JANEANE GAROFALO GETS TOUCHED

TOUCH

Breed: Based-On-An-Elmore Leonard-Book Comedy
Studio: MGM/UA
Release: Winter
Writer/Director: Paul Schrader
The Players: Bridget Fonda, Skeet Ulrich, Christopher Walken, Tom Arnold, Janeane Garofalo, Gina Gershon, Paul Mazursky, Lolita Davidovich
Insider Info: Producer Lila Cazes' last production was *Leaving Las Vegas.*
The Lowdown: Juvenal (Ulrich) is an innocent and miraculous young man: he's a healer. Everyone he touches gets better. However, he soon finds himself in the center ring of a media circus while dodging those who would exploit him while his romance with a more *experienced* woman (Fonda) grows.
The Tip: How do you get a guy like this to help you? "Excuse me sir, I've got a migraine. Would you mind touching me?"

FIRST WIVES CLUB IS FIRST IN THE BOX OFFICE.

FAN FILMS

	WEEK IN RELEASE	F-S-S TOTAL**	TOTAL TO DATE
1. **FIRST WIVES CLUB** (PARA)	2	$15,314,530	$41,784,740
2. *EXTREME MEASURES (SONY/COL)	1	$6,906,546	$6,906,546
3. LAST MAN STANDING (NL)	2	$3,577,922	$12,696,135
4. *2 DAYS IN THE VALLEY (MGM/UA)	1	$3,352,440	$3,352,440
5. FLY AWAY HOME (SONY/COL)	3	$3,004,901	$13,327,850
6. INDEPENDENCE DAY (FOX)	13	$2,550,338	$293,617,050
7. BULLETPROOF (UNIV)	3	$1,946,905	$18,403,880
8. FIRST KID (BV/HOLL)	5	$1,847,745	$22,486,285
9. MAXIMUM RISK (SONY/COL)	3	$1,602,428	$12,777,649
10. TIN CUP (WB)	7	$1,153,856	$51,272,932
11. A TIME TO KILL (WB)	10	$1,144,219	$104,836,096
12. JACK (BV/HOLL)	8	$1,054,283	$55,178,782
13. THE SPITFIRE GRILL (SONY/COL)	5	$1,025,392	$11,002,823
14. THE NUTTY PROFESSOR (UNIV)	14	$956,210	$125,469,430
15. THE RICH MAN'S WIFE (BV/HOLL)	3	$950,802	$7,053,061

*opener **Friday-Saturday-Sunday total

source: Exhibitor Relations, Co.

Impulse's Max Mercury had several other names during his long career. What were they?

MICHAEL DORN: MORE THAN JUST YOUR AVERAGE KLINGON

by Daryl F. Mallett & Kim Baltzer

As the new season of *Star Trek: Deep Space Nine* gets underway, and with the opening of the *Star Trek: First Contact* motion picture looming in November, Michael Dorn has a lot to be happy about. In this, the thirtieth anniversary year of *Star Trek*, Dorn is right in the middle of the celebration, working on the television series, the movie, and attending and hosting *Trek* tributes and celebrations. **FAN** was lucky enough to get Michael to pause from his busy schedule, take off the makeup, and give us the scoop on *DS9*, flying his own planes, and what it's like to be an actor.

FAN: How do you like working on *Star Trek: Deep Space Nine*?

Michael Dorn: I enjoy it very much.

Are there significant changes now that you've been able to work with both casts?

It's still Worf. But, yes, there are some changes. I spent seven years working with the people on *Next Generation*; and we hung out, partied together, went places, did things. I came into *Deep Space Nine* in the middle of the fourth season, so there were already established relationships between the cast members there. I enjoy working with the cast of *Deep Space Nine*; they're all great to work with. Regardless of that, I just feel fortunate to have the work.

Michael Dorn as Worf in *Star Trek: The Next Generation*

I recently saw your name in a blurb for *Captain Simian and the Space Monkeys*, an animated show that you did with *Babylon 5*'s Jerry Doyle. We've heard you on *Gargoyles* with *Star Trek: The Next Generation*'s Jonathan Frakes [Riker] and Marina Sirtis [Troi]. Are you doing any other work on animated shows, feature films, or TV shows?

I'll be working on a show called *I am Weasel*. Of course, there's the new *Star Trek* movie, *First Contact*, in November.

Has being on *Star Trek* boosted your career as far as visibility?
Well, I'm hidden by the makeup, which keeps "me" from being too visible. That's good because I've always been shy about being in the public light. A lot of producers and directors are fans of the show, so when they see me as Worf, at least they know I can act. I've been very fortunate lately.

Does the *Star Trek* hype throw you at all?
Seeing myself as a doll or action figure or on mugs and t-shirts is sometimes disconcerting.

What can you say about *Star Trek: First Contact*?
I don't want to spoil the movie, of course. We're in trouble again. We've got to stop the Borg... but in the past.

You're a multi-talented guy. You sang backup on Brent Spiner's album *Old Fellow Eyes Is Back*, along with some of your *Next Generation* co-stars. What other talents do you have that people might not know about?
I've played the bass guitar for a number of years, and that's something I'd like to pursue in the near future. I write music and enjoy singing. But I don't write. Writing is difficult for me. I'm an actor. Acting is difficult too, if you're a writer. You need to spend time working on your one craft. I spend so much time working as an actor that I don't have time to pursue writing. Stage is very hard to do right now due to my television shooting schedule. Hopefully some things will change that will allow me to do more stage acting.

You're also a pilot. How did this hobby come about?
A guy I worked with on *Star Trek* was a pilot, and we would sit and talk about it on the set. He suggested I try it. I put it off for so long—as you know can happen—and I wish I hadn't. I kept saying, "What if I'm terrible at it?" And he said, "Just go try it." So I went out there, and luckily I wasn't terrible at it. It's not as much a hobby as it is a passion.

Do things like the TWA and ValuJet crashes make you nervous about flying?
No. I'd rather fly myself, though. My heart definitely goes out to the victims and their families. It's a tragedy. The media hypes accidents like this a lot. My cousin, who's an air traffic controller, said that over 700 people died in car crashes over the Fourth of July weekend. When a plane crash occurs, sure it's 200 or so people all at once, but it's still more dangerous to drive than to fly.

You sound very satisfied with your career and life.
I am. I'm very fortunate to be doing what I'm doing. ■

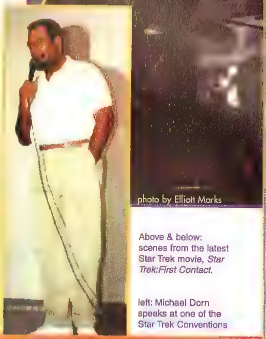


photo by Elliott Marks

Above & below: scenes from the latest Star Trek movie, *Star Trek: First Contact*.

left: Michael Dorn speaks at one of the Star Trek Conventions

photo by: Elliott Marks

HOLLYWOOD HEROES

Welcome to the most up-to-date news column on your favorite comic book/sci-fi/fantasy/horror/animated TV and movie projects.

SUPERMAN NEWS

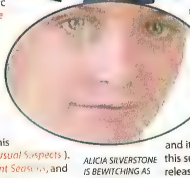
Lois & Clark: The New Adventures of Superman is keeping surprises in store for its fourth season. Jack Larson, who played Jimmy Olsen in the '50s *The Adventures of Superman* series, will return to super-adventures in an episode this month. Larson will play a grown-up Jimmy Olsen, when a scientist named Veda Doodsen (Carolyn McWilliams) uses her aging ray on the young Daily Planet photographer (played by Justin Whalen). Look for Larson on video as well, as Columbia House begins releasing the original *Superman* series on tape as part of their Re-TV Video Library.

And in big-screen *Superman* news, comic fan Kevin Smith (*Mallrats*) is scripting *The Death of Superman* film, to go before the cameras in the summer of 1997. It's unlikely that Dean Cain or Teri Hatcher will appear in the film.

KEVIN (MALLRATS, CLERKS) SMITH IS SCRIPTING THE NEW SUPERMAN MOVIE: THE DEATH OF SUPERMAN

MOVIE QUICK NOTES

Another Stephen King film is shooting this February, directed by Bryan Singer (*The Usual Suspects*). *Apt Pupil* comes from a novella in *Different Seasons*, and the Paramount film will star the distinguished Ian McKellen, as well as Brad Renfro, Kevin Pollak, and Joe Morton. The chilling story is about a teenage boy who aspires to be a mass murderer, and who befriends a Nazi war criminal who's living out his last days in suburban America. • *Lost In Space* is closer to being found. Director Stephen Hopkins (*Predator 2*,



ALICIA SILVERSTONE IS BEWITCHING AS SAMANTHA

...and the Darkness) has signed to direct, from script by Akiva Goldsman (*Batman Forever*, *Batman and Robin*). No cast has been announced, but expect it soon. Filming starts February 1st. *Kull The Conqueror*, the Universal Studios fantasy film based on Robert E. Howard barbarian hero has gained a cast member. We already told you that *Hercules* star Kevin Sorbo will play the lead, and now he's joined by Tia Carrere, Thomas Ian Griffith, and Karina Lombard. • Kevin Costner will direct and star in a science fiction thriller next year. *Il Postino* will play out its future drama in a post-apocalyptic world where Costner is a mailman. No relation to the acclaimed foreign film of the same name, this one, Costner goes Postal in the future. Fox is hoping to get a sequel to the smash hit *Independence Day*, but they'll have to get in line. Director Roland Emmerich and writer Dean Devlin are next working on Tri-Star's *Godzilla*, followed by Fox's *Fantastic Voyage*, and another Fox film, *Supertanker*, to star Bill Pullman. Devlin's also writing a live-action *Gargoyles* film for Disney, and it seems likely Emmerich will direct. Meanwhile, this summer's biggest hit, *Independence Day*, will be released on video on November 22nd, less than five months since it hit theater screens! • The *Bewitched* cast is almost set for the big screen debut. Although deals are still being made, it's pretty solid that Alicia Silverstone will play a young Samantha, Carol Channing will play Endora, and Peter Gallagher will be Uncle Arthur. Rob Morrow is in negotiations to play Darrin, but they should have an

actor with the first name of Rob start playing him halfway through the film to keep continuity consistent with the TV series.

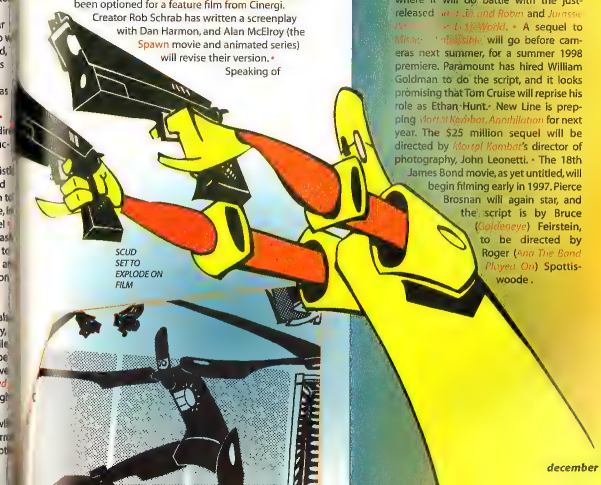
TV QUICK NOTES

The New Adventures of Robin Hood will star Matthew Poretta as the man with the bow, although the show will be a different view of Hood than we're used to seeing. It's a TNT mid-season replacement. • Look for the Borg to show up on *Star Trek: Voyager* sometime this season. • Two version of Jules Verne's *20,000 Leagues Under The Sea* will be swamping TV screens near you this season. CBS has completed filming their mini-series in the Red Sea and London. Ben Cross plays Captain Nemo, Paul Gross (*Due South*) plays Ned Land, and Richard Crenna is Professor Aronnax. Meanwhile, ABC will be filming soon in Australia, with Michael Caine as Nemo and Patrick Dempsey as Aronnax.

THE BORG VISIT VOYAGER

COMIC QUICK NOTES

B.C. Boyer's series, **Hilly Rose**, has been optioned for an animated series by Porchlight Entertainment. • Matinee Entertainment is touting Trent Kaniuga's **CreeD** as a new animated series for 1997. • **Scud, the Disposable Assassin** has been optioned for a feature film from Cinergi. Creator Rob Schrab has written a screenplay with Dan Harmon, and Alan McElroy (the *Spawn* movie and animated series) will revise their version. • Speaking of



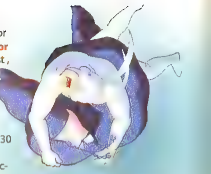
SCUD SET TO EXPLODE ON FILM

SIMBA'S DAUGHTER TO STAR IN A DIRECT-TO-VIDEO RELEASE

SEQUEL QUICK NOTES

Disney's direct-to-video sequel to *[illegible]*, *[illegible]*, features the daughter of Simba and Nala, and the son of Scar, Simba's villainous uncle. Expect it next year. · Jason Patric replaces Keanu Reeves as the hero in *[illegible]*, while both Sandra Bullock and Glenn Plummer reprise their roles from the original. Willem Dafoe will play the villain. Jan De Bont will be directing again, and the film's scheduled to open July 4, 1997, where it will do battle with the just-released *[illegible]* and *Jurassic [illegible]*. • A sequel to *Mission: [illegible]* will go before cameras next summer, for a summer 1998 premiere. Paramount has hired William Goldman to do the script, and it looks promising that Tom Cruise will reprise his role as Ethan Hunt. • New Line is prepping *Mortal Kombat: Annihilation* for next year. The $25 million sequel will be directed by *Mortal Kombat*'s director of photography, John Leonetti. • The 18th James Bond movie, as yet untitled, will begin filming early in 1997. Pierce Brosnan will again star, and the script is by Bruce (*Goldeneye*) Feirstein, to be directed by Roger (*And The Band Played On*) Spottiswoode.

Spawn, an additional six scripts have been ordered by HBO, bringing the total for the animated series to twelve. • McElroy is also the writer on the upcoming **Razor** film, based on London Night Studio's bad girl, Ron (*The Crow: City of Angels*) Most, Renny Harlin and Geena Davis are producing, and Harlin may direct. It's being shopped around Hollywood now. Meanwhile, Ron Most is also planning James O'Barr's **Gothik** as a feature film. • Look for short runs this season for two popular comic cartoons. Fox's *The Tick* will only have ten new episodes for its third season, but it's on the drawing boards for a 1997 animated feature film from Fox Family Films. CBS's *The Mask* will have 8 new shows (though there are 30 new episodes now in syndication). Look this month for *The Mask* to crossover with *Ace Ventura, Pet Detective*, another Jim Carrey vehicle. • There won't be a second season for *Millennium*. The USA Network will air repeats of the first season. ■



THE TICK LEAPS INTO A FOX FEATURE FILM

Andy Mangels also reports on ***Star Wars*** *for* ***FAN****.*

SERIES	Title	Air Date	Tidbits
All air dates were scheduled at press time and may change			
	A B C		
LOIS & CLARK	PREEMPTED	10/27	THE PEOPLE V. LOIS LANE
		11/3	LOIS ON TRIAL FOR MURDER
	DEAD LOIS WALKING	11/10	DEATH ROW FOR LOIS
	C B S		
THE MASK	WHEN PIGS RULED THE EARTH!	10/26	OUTER-SPACE PLANET OF PIGS
	LITTLE BIG MASK	11/2	YOUTH CREAM DE AGES MASK
	THE ACEMAN COMETH	11/9	ACE VENTURA GUEST-STARS!
	N B C		
DARK SKIES	DARK DAYS NIGHT	10/25	NEW YORK & THE BEATLES
	ANCIENT FUTURES	11/2	ALASKAN EARTHQUAKE
	DREAMLAND	11/9	THE BIRTH OF AREA 51
	INHUMAN NATURE	11/16	COW MUTILATIONS EXPLAINED
	F O X		
MILLENNIUM	PILOT	10/25	THE END OF MAN APPROACHES
SPIDER-MAN	CARNAGE PART II	10/26	CARNAGE VS. SPIDEY
THE TICK	THE TICK VS. THE FILTH	10/26	BAD FILTH! BAD FILTH!
X-FILES	TELIKO	10/27	X-FILES MOVES TO SUNDAY
	THE FIELD WHERE I DIED	11/3	
	SANGUINARIUM	11/10	
X-MEN	BLOOD LINES	10/26	NIGHTCRAWLER APPEARS
	U P N		
INCREDIBLE HULK	FANTASTIC FORTITUDE	10/27	THE THING GUEST-STARS
	MORTAL BONDS	11/3	THOR AND HULK VS. GARGOYLE
	AND THE WIND CRIES... WENDIGO	11/10	WENDIGO KIDNAPS BETTY
	U S A		
SAVAGE DRAGON	STAR	10/26	VIGILANTE VS. SKULLFACE
	CEASE-FIRE	11/2	HORDE UNITES SUPERFREAK
	ENDGAME	11/9	TIME TRAVELER FROM FUTURE
	NEGATE	11/16	DRAGON'S POWERS ARE GONE!
	I N S Y N D I C A T I O N		
BABYLON 5	Z'HA'DUM	10/28	THE SHADOWS ATTACK!
	THE HOUR OF THE WOLF	11/4	
	WHAT EVER HAPPENED TO MR. GARIBALDI?	11/11	
	THE SUMMONING	11/18	
FLASH GORDON	TERROR BENEATH THE WAVES	10/26	SHARK PEOPLE ATTACK
	THE FUR FLIES	11/2	MERCENARY KOBALT DEFECTS
	MOON OF MYSTERY	11/9	FLASH AND AURA ALLIANCE
	THE DRAGON STRIKES	11/16	SECRETS AT HALL OF SCIENCE
F/X: THE SERIES	THE RING	10/28	INFILTRATING STOLEN CAR RING
	FRENCH KISS	11/4	BOMBING THE DRUG LORD
	EYE OF THE DRAGON	11/11	MARTIAL ARTS ASSASSINS
	MEDEA	11/18	SUNSET BOULEVARD REDUX
HIGHLANDER	DRAMATIC LICENSE	10/28	DUNCAN IN A ROMANCE NOVEL
	MONEY NO OBJECT	11/4	A BONNIE & CLYDE AFFAIR
	HAUNTED	11/11	RICHIE IS TARGET OF A GHOST
	LITTLE TIN GOD	11/18	GOSPEL SINGER REBORN
L.A.O. HERCULES	NOT FADE AWAY	10/28	
STAR TREK: DS9	THE ASSIGNMENT	10/26	DS9 MEETS ORIGINAL CREW!
	TRIALS AND TRIBBLE-ATIONS	11/2	
	HE WHO IS WITHOUT SIN	11/9	
	THINGS PAST	11/16	FORBIDDEN CITY OF GOLD!
TARZAN: THE EPIC ADVS	THE PRIESTESS OF OPAR	10/28	
	THE FURY OF ZADU	11/4	POACHER HAS MYSTIC POWERS
	THE SAVAGE REVENGE	11/11	
XENA: W.P.	RETURN OF CALLISTO	10/28	

RETRACTION

In **Overstreet's FAN #16** (October) we erroneously reported Uma Thurman had signed on to play the heroic vampire in Millennium's comic **V**. We apologize for any false hopes or inconveniences this may have caused

LIGHTS, CAMERA, ...SPAWN!

by

Don Whisted

WITH ALL OF THE NEW SPAWN PROJECTS COMING UP NEXT YEAR, FAN WANTED TO GIVE YOU A SPECIAL PREVIEW OF WHAT TO EXPECT. SO, RATHER THAN BOTHER TODD, WHO GETS SURLY IF YOU ASK HIM TOO MANY QUESTIONS, WE TALKED TO THE OTHER GUY IN THE CENTER OF IT ALL: ALAN McELROY, WRITER OF BOTH THE SPAWN ANIMATED SERIES FOR HBO AND THE SPAWN LIVE ACTION MOVIE. COMMUTING BACK AND FORTH FROM HIS HOME IN OHIO TO HIS SCREENWRITING JOB IN HOLLYWOOD, ALAN HAS BEEN WORKING ON MOTION PICTURES FOR YEARS, AND WITH HIS REAL KNACK FOR PORTRAYING THE SPAWN CHARACTER, HE WAS A NATURAL TO HEAD UP THESE PROJECTS. AS ALAN SHOWED US AROUND THE SET OF THE NEW FILM, WE ASKED HIM WHAT WAS GOING ON WITH ALL OF THESE PROJECTS.

FAN: How's the Spawn movie progressing?

Alan McElroy: It's been shooting now for a couple of weeks. In terms of the script, there have been some changes in adapting it from the series to the motion picture. The character is a little younger, this Wanda is more a fiancee and not a wife. Then there are a lot of other things like the Clown and Violator are even more vicious than they are in the comic book. The story is based around Spawn realizing he was betrayed and having to come back and make the decision as to whether or not he'll exact his revenge against Wynn, which unbeknownst to him is exactly what Clown and Malebolgia want him to do. Basically it's about whether he'll seal his fate by carrying out his retribution, or whether he'll turn more towards the light and not give in to that. That underlying theme is what we're trying to attach it all to.

How tightly is the film attached to the regular Spawn continuity in the comic books?

What's funny is that there are things in the script that I added that Todd would say, "Oh, that's cool," and they'd show up in the comic book. Like calling the flesh that Spawn's created out of as Necroflesh came out of the script. I think that Todd had originally called it Psychoplasm, and then he altered it down there. So that was funny to see the continuity swing in certain ways. He's taken some of the themes in the script and woven them into the comic book, so that when you read the comic book and you see the movie, you'll feel like they are related to one another.

Did you have fun writing the script for the movie?

Oh yeah, it was great. A lot of times I'm writing scripts for companies and they're always telling me to pull back. But with this I'd bring something up thinking they'd shoot it down, but they'd be like, "Oh, that's great." So, it was a really rewarding experience. Getting one of these every once in a while is what keeps me happy.

Tell me about the animated series.

I wrote five of the six episodes, and I'm co-executive producer on that. And that was really wild because a lot of the stuff that I couldn't get away with in the movie, I could do animated. Because it's animated, I could take it to the limit. And I just went over the edge and really pushed it. And what's great about Todd is that he was constantly acting as the protector of my creative freedoms. He would stand between me and HBO in terms of issues where HBO would be saying, "Well, maybe we should pull this back, or maybe we should do something a little different." But Todd would stand his ground, he'd say, "I like it, Alan likes it, and we're going to keep it." And they would relent because Todd would just stand his ground and I felt protected. I knew Todd would stand there and back me 100%.

That's great that he would go to the wall like that for you.

It's great. He's a straight shooter. And it's such a rarity when you come across people like that.

When does that series debut?

In the Spring, in March or April. I'm glad, actually, because I've seen some of the color tests for it, and I hope they take their time because what we were going for in this series is the kind of animation that you usually see coming out of Japan, stuff like **Akira**. That's what we kept saying, "We want this to be like **Akira**." It's not a cartoon, it's the real deal, it just happens to be animated. And I just saw the color tests that Todd sent me a week ago, and that's what it looks like. It's really edgy, it's really dark.

How long is each episode?

30 minutes.

Are these R-rated or....

Oh these are definitely R-rated. The violence, the sex, the language, everything is definitely R. No doubt about it, definitely R.

You've got to get the big, splashy characters in there.

Oh yeah, you have to do that. And it's pretty splashy. But it's bloody too. And pretty cool. It was a lot of fun. It was one of those rewarding things. I'd write a script and give it to Todd and wait for his comments. He'd call me up and say, "Oh, this is great. I have no changes." I was amazed.

DARE YOU ENTER THE TALES FROM THE CRYPT CONTEST

Brought to you by:

HBO

OVERSTREET'S FAN

Graphitti Designs

GEMSTONE PUBLISHING

With great prizes like these, you'd be one foolish ghoul not to!

To make your Halloween a scream, we're happy to bring you a contest with prizes delivered straight from the grave to your door. (Cobwebs not included.)

Grand Prize: **One lucky winner gets enough goodies to fill a coffin, including a Crypt Keeper statue (from Graphitti), a 3-pack of Crypt videos (from HBO), a Crypt Keeper/Vault Keeper/Old Witch print by William Stout (from Graphitti), and the Complete Tales From the Crypt Slipcase Editions (from Gemstone Publishing).**

First Prize: **One winner will receive all of the EC Annual #1 issues (from Gemstone Publishing).**

Second Prize: **One winner will receive a year's subscription to Tales From the Crypt (from Gemstone Publishing).**

I'm a frighteningly big fan of Tales From the Crypt and would just die if I won this contest.

Name_____ Age_____

Address_____

City_____ State_____ Zip_____

Mail your entry to Gemstone Publishing, Inc., Crypt Contest, 1966 Greenspring Drive, Suite 405, Timonium, MD, 21093.

[illegible] necessary. All entries become the property of Gemstone Publishing, Inc. and cannot be returned. Entries must be received by January 3, 1996, which is the closing date of the contest. Announcement of winners will be made no later than January 15, 1996. Odds of winning will be determined by the number of valid entries received by Gemstone Publishing, Inc. by the closing date of the contest. One entry per person permitted. Void where prohibited. Open to everyone except employees and the immediate families or agents of Graphitti Designs, HBO, Gemstone Publishing, Inc. or Diamond Comic Distributors, Inc. Estimated value of overall prize package: Grand Prize- $450, First Prize- $70, Second Prize- $25. All local, state, and federal taxes will be the sole responsibility of the prize winner. Cancellation and substitution of prizes may occur due to [illegible] beyond our control, including but not limited to, [illegible] shipping. All prizes will be awarded, as decisions are final. Gemstone Publishing, Inc. reserves the right to substitute prizes of equal or greater value for those listed above. Prizes will be awarded to same prize content winner only and are not transferable. Gemstone Publishing, Inc. is not responsible for lost, late, mis-routed, or damaged entries. Winners agree to allow their name, likeness, or voice to be used by Gemstone Publishing, Inc., HBO, and Graphitti Designs for promotional purposes unless prohibited by law. This contest is void where prohibited or restricted by law. For the names of winners of the prizes offered, send a self-addressed, stamped envelope with your request to Gemstone Publishing, Inc. at the address above.

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andy mangels' STAR WARS futures

For those who are fans of the prologue "A Long Time Ago In A Galaxy Far, Far Away...," welcome to the future! *Andy Mangels' Star Wars Futures*, that is. This month in **FAN**, you'll be able to catch up with one of the major *Star Wars* licensees in an informative profile, take a look at the upcoming book, comic, magazine, and literary projects, and get exclusive worldwide news and photos on future *Star Wars* products! So slip into your battle helmet, check your backpack, and prepare to rocket into... *Star Wars Futures!*

MEN BEHIND THE MASKS

Last month, we gave you an exclusive look at the new *Star Wars* licensee, Icons Authentic Replicas, and their excellently reproduced *Star Wars* props. But there is another surprise coming from Icons that will have *Star Wars* fans clamoring for more. Doug Conway, CEO and president of Icons is also the founder of New Frontiers. That company is the main organizer and coordinator—with Icons as a product promotion endorser—of the *Star Wars: Men Behind The Masks Tour*, which kicked off earlier this year.

The genesis of the tour came when David Prowse (Darth Vader) did a convention appearance with Conway in Pasadena in 1995. "He told us at that time that he knew the whereabouts of the rest of the cast of the Trilogy," says Conway. Peter Mayhew (Chewbacca) owned and operated a lumber mill, and Kenny Baker (R2-D2) was performing in the Caribbean doing stand-up comedy and musical vaudeville. Jeremy Bulloch (Boba Fett) was performing in plays in London's West End, while Warwick Davis (Wicket the Ewok) was continuing to act in films, after starring in the Emmy-award-winning *Gulliver's Travels* and the horror-genre *Leprechaun* series. Anthony Daniels (C-3PO) was just as busy as the rest of the bunch, performing on radio and doing additional voice work for Lucasfilm.

"We thought that the fans would enjoy a tour which reunited them all," says Conway. "It would be great for the guys to get out there and meet their fans. They had all been interviewed and featured in 'Making Of' specials, but there were so many stories that they hadn't told and reminisced about together. They had never been on stage together in any kind of Q&A forum. Some of them hadn't even seen each other since *Return of the Jedi* over a decade ago!"

With the release of the *Star Wars Trilogy Special Editions* in February, March, and April of 1997, Conway felt "that the anticipation was high and that people wanted to come in contact with actors who had been involved in the phenomena."

The tour got a "soft launch" in summer 1996, encompassing certain cities that had large conventions with space open. It was at this year's San Diego Comic Con, where visitors were treated to a *Star Wars* licensees pavilion and guest signings by Prowse, Bulloch, Baker, and Mayhew, that the *Men Behind The Masks Tour* really got started. "It's kind of like touring with a rock band when we roll into town with the talent," says Conway.

Exclusive merchandise will be sold at upcoming dates, including tour t-shirt with art by Mike Lemo (one of Topps' *Star Wars* trading card artists) and Daren Dochterman (a Hollywood production illustrator). A baseball cap is being made, and an autographed lithograph of the six characters is planned. Icons Authentic Replicas will also have signature editions of some of their limited edition prop replicas. "Provided Lucasfilm approves, we'd like to do a video of the guys out on the road," says Conway.

According to Conway, when fans meet the actors, they're often surprised how much of the character they played comes through from the actor's personality. He explains, "Peter's walk and his eyes, and the way he carries himself came through in Chewbacca while David is very regal. Jeremy is very cool, calm, and sophisticated. Anthony is a master of pantomime and he's very fast with his comedic timing. Warwick was only 13 years old when he played Wicket, so his innocence came through his character. Kenny is a comedian in the first order, so obviously his sense of humor comes through in R2-D2."

The appearances of the actors together has excited fans i

places other than conventions."When we fly them into an airport," says Conway, "you've got Peter who's well over seven feet, and Kenny and Warwick who are much smaller in stature. Dave is bench-pressing 350 pounds at 60 years old, and Jeremy looks like a British Intelligence Officer. People almost always recognize Warwick first, from his role in *Willow*, and then they start to put two-and-two together with the other actors."

The actors all have a sense of humor about themselves and truly enjoy being out on the road. At Universal Studios, Peter playfully dangled Warwick off the side of a patio. At a bar and grille in Pasadena, a bartender failed to notice Kenny, so the diminutive actor walked under the bar door and began taking drink orders himself. Warwick once got his head caught in a Boba Fett helmet. In Nashville, an excited restaurant manager and staff had the actors sign cloth napkins and china plates because they didn't have any pictures with them. And in Boston, Kenny Baker, an accomplished harmonica player, got up to jam with an Irish quartet at a restaurant.

Additionally, the actors are also making charity appearances. On October 26-27th, Jeremy Bulloch is planning an appearance in Plumas County, California, during Red Ribbon Week for AIDS awareness. Several visits to children's hospitals are planned for the future.

Since Anthony Daniels has only been able to make one stop on the *Men Behind The Masks Tour* so far, the Tour has yet to reunite all six men on one stage at one time. In 1997, Conway is hoping to embark on a World Tour with all six actors. "It would be wonderful if Mark Hamill, Carrie Fisher, Billy Dee Williams, and Frank Oz could reunite with their fellow actors for the Tour," he adds. Lucasfilm representative Stephen Sansweet, a big supporter of the tour, is almost always along with a slide and video show about upcoming *Star Wars* projects.

The fans really enjoy meeting the men behind the masks," says Conway. "Their characters are so mythic in world culture that there's something about meeting the actors and having a human being to connect with that is really exciting to the fans. It's a living breathing person that they can shake hands with or get their photos taken with. And the actors love it. They're all very proud of their characters."

MEN BEHIND THE MASKS TOUR SCHEDULE

Star Wars: Men Behind The Masks Tour Schedule 1996

Date	Location	Actors Appearing
Oct 5-6	Chicago	Jeremy Bulloch & Peter Mayhew
Oct 7-8	Philadelphia	Jeremy Bulloch & David Prowse

Watch for dates for the 1997 leg of the World Tour to be announced soon.

Up to the minute Tour information is available on the Starline at 818759-8396.

THE JEDI LIBRARY

Tales of the Bounty Hunters

None of the three *Star Wars* anthologies has been as hotly anticipated as the final one, **Tales of the Bounty Hunters**. Edited by Kevin J. Anderson, the Bantam release contains five novellas of bounty hunting mayhem that reveal much about the pasts and the futures of the *Star Wars* galaxy's most prominent hunters.

Dave Wolverton reveals Dengar's past as a swoop racer in "Payback," taking him up to the months immediately following *Return of the Jedi*, when an unlikely friendship with Boba Fett began. Kathy Ivers details the Wookie-hunting adventures of the reptilian Bossk in "Prize Pelt." In "Of Possible Futures," M. Shayne Bell tells the strange story of the partnership between 4-LOM and Zuckuss, and how they got involved both against—and for—the Rebellion. Editor Kevin Anderson tells the story of IG-88 in "Therefore I Am," niftily explaining what happened to the other IG killer droids in the galaxy. Finally, Daniel Keys Moran reveals some of the past of the mysterious Boba Fett, and his connection to Han Solo, in "The Last One Standing." This is one hot anthology you won't want to miss!

The New Rebellion

Kristine Kathryn Rusch is the latest in the line with an original, hardback *Star Wars* novel. **The New Rebellion** will feature many shocks for the *Star Wars* galaxy, shaking up the status quo in the future. Set thirteen years after *Return of the Jedi*, squarely between the **Black Fleet Crisis** trilogy and the **Corellian** trilogy, **The New Rebellion** is chock full of familiar faces and a menacing new one. Brakiss and Talon Karrde are back, among others, and the New Republic is threatened by a new user of the Dark Side. Kueller, Master of Almanla, has power enough to destroy worlds, even without a Death Star, and when he blows up a populated world, the galaxy is stunned. Luke Skywalker must try to stop him, even as Leia is asked to resign from the Senate, and Han Solo is framed for an attack on the Senate chambers on Coruscant. Add in a trip to the lawless asteroids of Smuggler's Run, yet another plot to kill Han and Leia's children, and you've got a densely packed stand-alone novel.

The Art Of Ralph McQuarrie

One of the top visionaries of the *Star Wars* galaxy is Ralph McQuarrie, whose production paintings, matte paintings, and designs are largely responsible for the look of the galaxy far, far away. Now, Chronicle books is releasing an innovative new collection of McQuarrie's work with the **Star Wars: The Art Of Ralph McQuarrie** Artbox. Open up the fully-illustrated hardcover box, and you'll find a 48-page full-color book with paintings and sketches. Also included are 15 postcards and 6 collectable postage stamps printed exclusively for this edition (not that you'd mail them!). Unlike the decades-old McQuarrie portfolios, the Artbox isn't coffee table-sized at 5 3/4"x 7 1/2 inches, but it should fit on your shelves nicely. Chronicle is also releasing the third in their cool line of *Star*

West End Games

Two new *Star Wars* products are going to be released from West End just before Thanksgiving. The **Star Wars Adventure Journal** continues its all-new adventures (watch for a special guest-writer), plus character profiles, news from around the *Star Wars* galaxy, and more. Then, the **Tales of the Jedi Sourcebook** gives you a hard-cover, 176-page guide to the Dark Horse comic series. Travel back 4,000 years to the days of Nomi Sunrider, Ulic Qel-Droma, and Exar Kun. The **Sourcebook** will also feature 16 pages of color artwork from the various Dark Horse **Tales of the Jedi** series.

UPCOMING RELEASES

TITLE	TEAM	COMPANY
TOTJ: Golden Age of the Sith #2		
Anderson/Carrasco/Heisler/Black/Beckett	DH	Nov 18
Comic Serial #1: Shadow Stalker		
ISW Galaxy #6/Ryder Windham/Nick Cloates	DH	To Appr 98
The Black Pearl #3		
Mark Hamill/Johnson/Baker	DH	Nov 18
X-Wing: Rogue Squadron #13		
Stackpole/Scott Tolson/Nadeau/Ensign	DH	Nov 27
SW: Art Of Ralph McQuarrie Art Box	DH	Nov
SW: Aliens & Creatures Postcard Book	DH	Nov
The New Rebellion HC/Audio		
Kris Rusch	BM/Audio	Nov 4
Tales Of the Bounty Hunters		
Kevin Anderson (ed.)	BM	Nov 4
Star Wars Adventure Journal #11		
Peter Schweighofer (ed.)	WEG	Spr mid
Tales of the Jedi Sourcebook	Nov mid	
TOTJ: Golden Age of the Sith #3		
Anderson/Carrasco/Heisler/Black/Bennett	DH	Dec 11

TITLE	TEAM	COMPANY
Splinter of the Mind's Eye Trade Paperback	DH	Dec 18
The Black Pearl #4		
Mark Hamill/Johnson/Baker	DH	Dec 18
X-Wing: Rogue Squadron #14		
Stackpole/Scott Tolson/Nadeau/Ensign	DH	Nov 27
Dark Fleet Crisis: Tyrant's Test #3 PB/Audio		
Michael P. McGowan	BM/Audio	Dec 9
Shadow Dawn/Willow 3		
Chris Claremont & George Lucas	BM	Dec 9
Return of the Jedi Radio Scripts		
Brian Daley	BL	Dec
Shadows Of The Empire		
Official Player's Guide installments		Dec
Young Jedi Knights #7: Shards of Alderaan		
Anderson & Moesta	BK	Dec
Star Wars Live Action Adventures II	WEG	Dec mid
Ebood Trilogy	WEG	Dec mid

THE NERF HERDERS PEN

MORE ART OF RALPH MCQUARRIE

This month, Metallic Impressions is releasing their newest set of metal trading cards, and this one has a hook that you may not expect. Star Wars: The Art Of Ralph McQuarrie is a 20-card set, strictly limited to 20,000 copies. There will be four subsets of the cards: the development of *Star Wars*, and one set each for all three of the movies. Each card will have at least two pieces of McQuarrie art on it, one on the front and one on the back, although the development subset features more artwork. Each card also has text describing background details on the genesis of the particular McQuarrie art, as well as trivia sometimes in excess of research. If you think you've seen it all before, three of the cards feature images that have never been seen before in any Star Wars version, and many of the cards feature artwork that has rarely been seen anywhere. The Art Of Ralph McQuarrie card set will be limited to 12,000 sets, and it comes packaged in a metal box that features more McQuarrie artwork. The regular set is available at comic and card shops, while FAO Schwartz will offer a special autographed edition (signed by McQuarrie on the fold) of 1,250 sets. Call FAO for their catalog at 800-441-7441. ■

Besides his various Star Wars projects, Andy Mangels has also reported on Hollywood for FAN magazine (see Hollywood Heroes), was the writer of Star Wars: The Essential Guide To Characters (Del Rey), and the Star Wars Finest trading card set (Topps), and is the writer of the upcoming Re-Man on-line comic series for MicroSoft Kids Network. Check it out on the WWW.

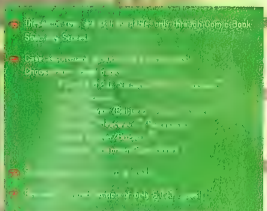
MATTEL PLUGS IN WITH CYBERFORCE!

Now you can experience the future today! Marc Silvestri's *Cyberforce* is one of the hottest comics on the stands today, and Mattel has kicked out a line of toys and statues that is just as hot!

MATTEL

TOP COW PRODUCTIONS, INC.

For the first time, Mattel has produced toys only for Comic Book Specialty Shops! The *Cyberforce* Collector's Edition Figure Sets each feature two or three figures from Marc Silvestri's *Cyberforce*. Characters such as Stryker, Ballistic, and Velocity now come alive at your direction to do battle with the evil forces of CyberData!



CYBER FORCE

Now in stock!

In addition to the cool figure sets, Mattel has also produced two resin statues of the most popular members of *Cyberforce*: Strykor and Ballistic.

- Multi-armed Stryker and sexy Ballistic are captured in mid-combat pose and feature intricate detailing and vibrant colors.
- Each statue measures over 14" tall, for a powerful piece you'll be proud to display!
- Each statue is limited to 3,500 pieces, meaning that they're highly collectable and tough to find!

DON'T MISS OUT ON THE COOLEST COMIC TOYS OF THE YEAR!

FANS: Call 1-888-COMIC-BOOK for a comic shop near you!

RETAILERS: For more information, contact Diamond Comic Distributors at 1-800-783-2981.

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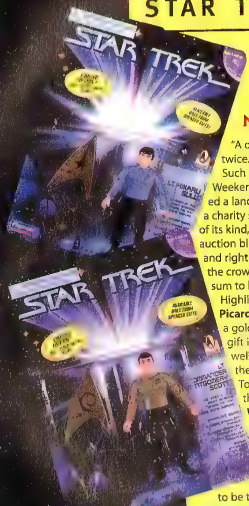
TOYS

SPECIAL REPORT:

STAR TREK AUCTION GUIDE



COLLECTIBLES & RARE MEMORABIL

PLAYMATES AUCTIONS LOW NUMBERED TREK FIGURES FOR CHARIT

"A one-of-a-kind item, the **Red Redemption Data**, #000001, going once, goi twice...SOLD for seven hundred dollars!"

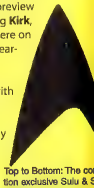
Such was the scene on September 7th and 8th at the "Star Trek 30: One Weekend On Earth" convention in Huntsville, Alabama, as Playmates toys conduc ed a landmark action figure auction to benefit the Gene Roddenberry Foundatio a charity supporting educational scholarships. As this was this was the first auctio of its kind, with many one-of-a-kind, low-numbered **Star Trek** figures going on the auction block along with ships, equipment, and prototypes, **FAN** was on the scene and right in the middle of all the excitement. Bidding was fast and furious among the crowd, and Playmates eventually raised more than $30,000 dollars, an amazin sum to be donated to the Roddenberry Foundation.

Highlight items sold during this two-day event included a prototype **Captain Picard Vs. Borg Diorama**, hand painted and assembled by Playmates' sculptor a gold plated **Starship Enterprise** with display stand, originally produced as a gift item for Playmates; the aforementioned **Redemption Data** #0000001, as well as #000002; and the set of one-of-a-kind painted prototype castings fro the as-yet-unreleased **Star Trek: First Contact** line, as pictured in last month Toy column. While many exorbitant prices were realized for many items, there were also a few bargains to be had, with the new **Spock**, **Talosian**, **Vina**, and **Pike** figures, all #000010, going for only $20 each.

The convention also saw the release of what are sure to be the hottest new **Star Trek** figures on the market, as Playmates and Spencer Gifts released, exclusively for convention-goers, 5" **Scotty** and 5" **Sulu** figure limited in production to 10,000 pieces each. Selling at the show for $1 each off the rack, these were bought up quickly and are sure to be tough in the future. Playmates also gave collectors a preview of their new Target exclusive 9" figures, including **Kirk**, **Spock**, **Sulu**, and **Scotty**. Only the prototypes were on display at the show, with the actual figures appearing at Targets near you as you read this.

Also available at the show was the new **Shuttlecraft Galileo**, which comes packaged with an exclusive **Kirk** figure. This beautiful piece is already hard to find on shelves. As fast as they were moving at the convention, this could easily become the most popular **Trek** vehicle yet.

From the amazing Playmates auction to the exclusive figures and previews, "Star Trek 30: One Weekend On Earth" was indeed a weekend to remember.



Top to Bottom: The co tion exclusive Sulu & S figures, and the Galile the Kirk figure.

PLAYMATES TOYS

PLAYMATES AUCTION, SEPT. 7TH AND 8TH: ITEMS AND PRICES REALIZED (PARTIAL LIST)

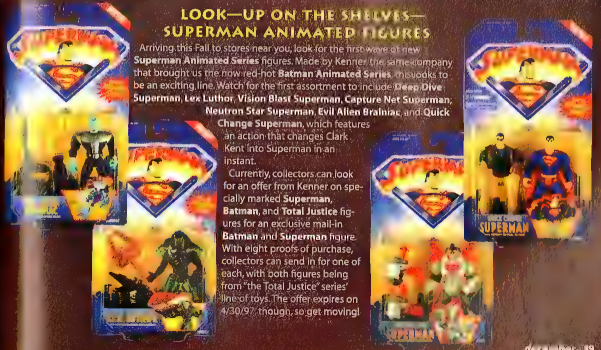
Set of painted prototype action figures from **Star Trek: First Contact** (11 figures)—$8,000
Captain Picard Vs. Borg Diorama—$2,500
Gold Plated Enterprise with stand—$2,200
Data from Redemption #000001—$700
Data from Redemption #000002—$350
Generations Enterprise #000001—$525
9" **Picard, Sisko**, and **Kirk**, all #000001—$2,100
9" **Spock** #000001—$300
9" **Uhura** #000001—$275
9" **Crusher** #000001—$200
9" **Kirk** and **Spock**, both #000002—$250
9" **Riker, Data, Worf**, and **Borg**, all #000002—$350
9" **Guinan, Troi, Crusher**, and **Uhura**, all #000006—$220
9" **Generations Picard, Kirk**, and **LaForge**, all under #000200—$400
Pike Spock, Talosian, and **Vina**, all #000001—$475
Pike Spock, Talosian, and **Vina**, all #000002—$210
Pike Spock, Talosian, and **Vina**, all #000010—$80
Galileo Shuttlecraft and **Dr. McCoy's Medical Kit**, both #000001—$375
Classic Communicator, Phaser, and **Tricorder**, all #000001—$275
Voyager Starship #000002—$125
Deep Space 9 Runabout #000001—$150
Spacetalk Picard, Q, and **Riker**, all #000002—$120
Spacetalk Borg #000007—$35
Spacetalk Enterprise #000002—$80
Generations set of 5" figures (15 figures, missing Riker) all #000001—$825
Set—1st **Barclay** #000001, **Picard in Duty Uniform** #000001 and **Redemption Data** #000010—$450
Set—3rd **Sisko** #000008 and #000009—$65
Autographed **Generations Scotty** #000092—$150

The Playmates Auction in Huntsville (top), Picard vs. Borg Diorama (middle), & 9" Kirk, Picard, & Sisko.

LOOK—UP ON THE SHELVES—SUPERMAN ANIMATED FIGURES

Arriving this Fall to stores near you, look for the first wave of new **Superman Animated Series** figures. Made by Kenner, the same company that brought us the now-red-hot **Batman Animated Series**, this looks to be an exciting line. Watch for the first assortment to include **Deep Dive Superman, Lex Luthor, Vision Blast Superman, Capture Net Superman, Neutron Star Superman, Evil Alien Brainiac**, and **Quick Change Superman**, which features an action that changes Clark Kent into Superman in an instant.

Currently, collectors can look for an offer from Kenner on specially marked **Superman, Batman**, and **Total Justice** figures for an exclusive mail-in **Batman** and **Superman** figure. With eight proofs of purchase, collectors can send in for one of each, with both figures being from "the Total Justice" series' line of toys. The offer expires on 4/30/97, though, so get moving!



STILL MORE SPAWN

Just when you thought McFarlane couldn't possibly bring you neater toys, they come up with preview shots for their latest assortment and send them off to us here at **FAN**. And, of course, we're only too happy to pass them on to you. Just in time for that gift giving season, wrap these and put them under your tree: **Sam & Twitch**, **Zombie Spawn**, **Weed Wacker**, **Nobody** (yes, that's its name), **Wolf Spawn**, and **Skeleton Phlebia**. Look for **Spawn Series Seven** in stores this month.

NEW UNIFORM FROM G.I. JOE COLLECTORS' CLUB

Beginning in November, collectors will be able to buy the 2nd limited edition uniform set from the Collectors' Club, the **M1A1 Abrams Main Battle Tank Commander**. Packaged in an old style window box much like the original Joe accessories and uniforms, this is a beautiful piece, whether displayed as is or outfitted on your favorite Joe. Available through December 31st, expect this to be a quick sell-out as the edition is limited to only 500. The club can be reached at 919-847-5132 during regular business hours.

The new G.I. Joe Collection Club Uniform.

ANTARCTIC'S WARRIOR NUN HAS A GREAT FIGURE

Antarctic Press, the comic book company, is also now Antarctic the action fi ure company, as they release the **Warrior Nun Areala** action figure exclu sively to comic book stores. Available in very limited supplies, this is a carefully sculpted, fully-poseable action figure that's certain to acce any fan's collection.

PROTOTYPE CONTEST

A nd this month in **FAN**, you can win the prototype! Thanks to the kind fol at Antarctic, the actual prototype used as the basis for the final figure can yours! Just write your name, address, phone number, and date of birth to Areala Contest, **Overstreet's FAN**, 1966 Greenspring Drive, Suite 405, Timonium, MD, 21093.

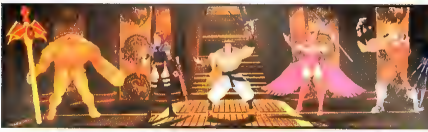
No purchase necessary. All entries become the property of Gemstone Publishing, Inc. and cannot be returned. Estimated retail value of prize is $75. All local, state, and Federal taxes will be the sole responsibility of the prize winner. Gemstone Publishing, Inc. reserves the right to substitute prizes of equal or greater value for those listed above. Gemstone Publishing, Inc. is not responsible for lost, late, misdirected, or damaged entries. This contest is void where prohibited, regulated, or restricted by law. Warrior Nun Areala ™ and ©1998 Antarctic Press. **Overstreet's FAN** is ™ and © Gemstone Publishing, Inc.

Which costumed avenger "knows what evil lurks in hearts of men?"

TOY BIZ ANNOUNCES NEW SPIDER-MAN AND X-FIGURES

Just in time for Fall and the upcoming holiday season, Toy Biz is releasing four new assortments of action figures, with 2 assortments each coming from the **Spider-Man** line and the **X-Men** line. Available before November will be the **Ninja Force** *X-Men*, featuring some characters in real cloth uniforms and some completely new sculpting. Look for **Ninja Wolverine**, **Dark Nemesis**, **Deathbird**, **Ninja Sabretooth**, and **Ninja Psylocke**. Also in this month, look for the new **Spider-Man Vampire Wars** assortment, which includes **Morbius Unbound**, **Blade the Vampire Hunter**, **Vampire Spider-Man**, **Anti-Vampire Spider-Man**, and **Air Attack Spider-Man**.

Later in the year, but in time for Christmas, Toy Biz will release the Spider-Man Techno Wars assortment and the **Mutant Armor X-Men** assortment. Additionally, in a surprise announcement, Toy Biz is preparing a new batch of **Light Up X-Men** figures, the details of which are still unavailable. **FAN** was assured, however, that the new **Light Up** set would include the first **Elektra Assassin** figure ever produced, as well as a new **Wolverine**. Watch these pages next issue for further information on all of these new sets.



NEW STAR WARS SET FOR DECEMBER

Just as **Shadows of the Empire** figures are flying off of shelves everywhere, the next wave of **Star Wars** figures has been announced by Kenner. Available before Christmas, just in time to push your way through hoards of parents in toy stores everywhere, be on the look out for **Death Star Gunner**, **Luke in Stormtrooper Disguise**, **Sandtrooper**, **Greedo**, **Tusken Raider**, **Attack R5-D4 Droid**, **Hammerhead**, and the Jawa 2-pack, which will include two **Jawas** packaged on the same 5" figure card as the regular figures. Early rumors are that each figure will be packed two per case, making no one figure harder than others to obtain.

MARKET REPORT

by James Bullock

•RECENT TOYS•

KENNER

•BATMAN

Batman Animated figures are still going strong. **Combat Belt Batman**, the sleeper of the line until recently, is commanding $40, with the **Turbo-Jet Batman** now also climbing fast to $25. **Penguin** has settled down now that he's reached $85-$90, but he still sells well at $75-$80. **Catwoman** is on the move, joining the **Riddler** in the $35-$40 range and getting tougher! **Poison Ivy** is settling down again to the $25-$30 range, joining **Phantasm** in the less-demanded villains" category. The **Robin Dragster** has been showing up a lot more in recent months, bringing the market value of the piece down to around $350-$400. Overall, the line leads the "Recent Toys" category.

•G.I. JOE

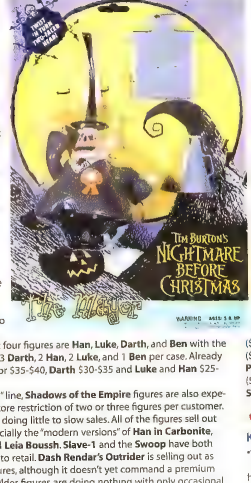
More exclusive large **G.I. Joes** have enjoyed overwhelming success among collectors so far this year. Target had the first two waves of exclusive sets: the **Black WWII Commemorative** set which, aside from the race of the figures, look identical to last year's set. These are already commanding as much as last year's ($30 each) and should eventually fetch more since they were far more limited. The new **Target Masterpiece** edition just hit last month with a retail of $50 each. The four figures each came with a book documenting the history of **G.I. Joe** and, obviously, were designed to appeal almost entirely to collectors. As of yet, the line is not com

Batman Animated Series Catwoman

manding a premium, but they are super-limited, so expect them to eventually go up.

•STAR WARS

The long awaited **Star Wars** 12" line hit stores and didn't even get a chance to touch the shelves! These are bought straight out of he cases when they emerge from stock rooms. As a result, most stores have resorted to the "one per customer" deal which seems to be have little effect. The first four figures are **Han**, **Luke**, **Darth**, and **Ben** with the pack count of 3 **Darth**, 2 **Han**, 2 **Luke**, and 1 **Ben** per case. Already **Ben** is going for $35-$40, **Darth** $30-$35 and **Luke** and **Han** $25-$30.



Among the 5" line, **Shadows of the Empire** figures are also experiencing the store restriction of two or three figures per customer. And, again, it's doing little to slow sales. All of the figures sell out instantly, especially the "modern versions" of **Han in Carbonite**, **Luke Jedi**, and **Leia Boussh**. **Slave-1** and the **Swoop** have both calmed down to retail. **Dash Rendar's Outrider** is selling out as fast as the figures, although it doesn't yet command a premium above retail. Older figures are doing nothing with only occasional sales.

MATTEL

An obvious hot pick is the **Star Trek Barbie** set. This piece retails in the $75 range, and the set is already fetching up to $125 on the secondary market. It's hard to say whether or not the supply will satisfy the demand, but you can bet that $125 is just the beginning.

•NOT-SO-RECENT TOYS•

HASBRO

•G.I. JOE

3 3/4" **Joes** are picking up steam. The '83 swivel arm versions of first series figures like **Snake Eyes** and **Scarlett** sell for more than the straight arm versions. The '83 carded **Cobra Commander** commands $200 and up when found MOC! The straight-arm versions of the **C. Commander** fetch $75 for the first version and $50 for the second. These command a premium when included with the mailers. The hooded version of **Cobra Commander** sells for $50 in the mailer and $25 loose complete. Recent carded figure sales include **Snake Eyes** with **Timber** ($125), **Lady Jaye** ($75), **Baroness** C8 ($110), **Snow Job** ($65), **Spirit** ($75), **Eels** ($50), **Torpedo** ($60), **Shipwreck** ($65), **Crimson Guard** ($50), **Tomax and Xamot** ($75), **Cobra-La Team** ($50), **Cobra Officer** ($75), **Cobra Soldier** ($75) and **Snow Serpent** ($50).

•NIGHTMARE BEFORE CHRISTMAS

These figures are red hot and getting hotter! Even loose figures are commanding top dollar. Here are a few sales of note to keep you updated: Loose, complete mint figure sales include (among regular 6" figures) **Jack** ($10), **Jack as Santa** ($10), **Werewolf** ($15), **Behemoth** ($15), **Mayor** ($30), **Evil Scientist** ($30), **Sally** ($40), **Santa** ($60), **Oogie Boogie** ($60), and (among large figures) **Sally** ($225), and **Jack with Zero** ($75). Among carded figure sales are **Jack** ($30), **Jack as Santa** ($30), **Werewolf** ($40), **Behemoth** ($40), **Evil Scientist** ($70), **Mayor** ($70). **Sally** ($85), **Oogie Boogie** ($165) and **Santa** ($165). Among large boxed figure sales are **Sally** ($500), **Jack and Zero** ($175), **Oogie** ($75) and **Santa** ($70). Also, the Applause **Jack** and **Sally** in the coffins are super hot! They go for around $700 together!

•SUPER POWERS

Loose outsell carded figures 10 to 1. Sales of loose complete figures include **Mr. Miracle** ($65), **Flash** ($8), **Wonder Woman** ($9), **Darkseid** ($8), **Kalibak** ($6), **DeSaad** ($4?), **Superman** ($12), **Batman** ($18), **Robin** ($13), and **Golden Pharoh** ($50). The few carded figure sales include **Dr. Fate** C9 ($60), **Samurai** C10 ($105), **Plasticman** C9+ ($110), **Green Lantern** C8+ ($65), and **Batman** C9 ($55).

•TRANSFORMERS

These figures still are selling outrageously well, especially loose complete and mint boxed (sealed) specimens. Mint, complete box with inserts sales include (all C9-C10, unless noted) **Tracks** ($85), **Mirage** ($100), **Jetfire** ($150), **Crosshairs** ($60), **Apeface** ($65), **Triggerhappy** ($75), **Predacons** (full set $275 for all), **Perceptor** ($50), **Springer** ($100), **Hot Rod** ($150), **Trypticon** ($175), **Action Master Optimus Prime** ($100), and **Computron G1 Set** ($400).

•NOT-AT-ALL-RECENT TOYS•

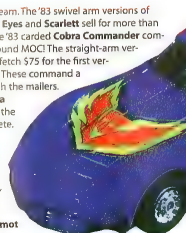
KENNER

•STAR WARS

Power of the Force mania currently controls the original marke here. High grade and loose complete **POTF** figures are the top demanded pieces in the hobby by far! Loose **POTF** continue to r in price and demand, with recent sales reflecting such. They include **Amanaman** ($100), **Luke Stormtrooper** ($140), **Imperial Gunner** ($75), **Luke Battle Poncho** ($50), **Barada** ($50), **A-Wing Pilot** ($45), **EV-9D9** ($75), and, hold on, **R2-D2** with pop-up sabre for an incredible $90! Soon enough, though, this price will not be the exception but the rule. Carded figure sales include **Luke Bat Poncho** C9+ ($100), **Imperial Dignitary** C9+ ($85), **EV-9D9** C9+ ($125), **Imperial Gunner** C10U ($130), **Han Carbonite** C10U($22 **Luke Stormtrooper** C9+U ($300), **AT-AT Driver** C9U ($300), **A-Wing Pilot** C9U ($85), **R2-D2** w/pop up sabre C10U ($140) and **Lando General** C8+ ($75).

Second only to **POTF** are vehicles, loose NM complete and MIB. The **Tatoo Skiff** and **A-Wing** vehicles have moved to $300 loose and $700 MIB each. A piece which h been gaining greatly in demand is the **Patrol Dewback** at $40 loose com plete and $125 MIB. Also, t original **Slave-I** is red-hot! Loose, NM, and complete, the ship sells for $50-$65 and MIB fetch $165 in an **ESB** and $150 in a **ROTJ** box.

Lastly, the dawn of the new 12" figures has fanned th flames of interest in the original large series. Loose, compl NM pieces are in great demand with prices including **Boba F** ($185), **Han Solo** ($215), **Luke Skywalker** ($135), **Ben** ($115) a **IG-88** ($300).



Tracks an autobot Warrior vehicle from Kenner's Transformer line.

INDIANA JONES

Indiana Jones is having a new surge of demand, with all figures climbing, both loose and MIP. While the **Indy** and **Marion** figures are already high dollar with no real movement in price, the more common figures are moving up. The LJN **Temple of Doom** line (if you can call it a line with only three figures to boast!) is increasingly more sought after. The figures are priced as follows: **Indy** $50 loose, $125 MOC), **Mola Rom** ($30 loose, $75 MOC), and **Thugee** ($25 loose and $65 MOC). The **Star Toys** version one is impossible to find, with most demanding $100-$150 each MOC.

MEGO

STAR TREK

Loose Megos vastly outsell MOC/MIB pieces. **Star Trek** aliens are becoming increasingly sought after with sales including **Talos** C9 ($140), **Cheron** C7 ($50), **Romulan** C9 with parts or hat ($350), **Mugato** C9 ($175), and **Gorn** C10 ($80). For the Trek crew, sales of **Scotty** C9+ ($40), **Kirk** (10+ $20), and **Spock** C10 ($20) have been reported.

WORLD'S GREATEST HEROES

Unlike Mego sales of loose complete figures include **Kid Flash** C8 ($100), **Riddler** C9 no belt ($65), **Penguin** C9 no shoes or coat ($30), **Falcon** C9 ($60), **Shazam** C9 ($55), **Superman** C9 cape wear ($30), **Joker** C9+ ($30), **Captain America** C8 bad shield ($35), and **Lizard** C9 ($55). ■

Bern's Geek Corner

THE INCREDIBLE HULK RECORD ALBUM
1978
PETER PAN RECORDS

Back when we had this futuristic wonder-material called vinyl, they made these things called records. It was a lot like a CD only much larger, much more fragile, and much cheaper (although fixed over-inflated prices on CDs is rumored to be a scam perpetrated by record companies against the consumer). Comic companies, along with Peter Pan records, would create a story that children could play over and over (this was also before cable and VCRs).

This particular record features 4 stories about the Hulk. Here presented as a misunderstood anti-hero (Frankenstein-type wanderer), "Black Chasm," "Monster from the Deep," "The Assassin," and "Blind Alley." The record opens with the tortured scream of the green beast with a dramatic background soundtrack that sounds like it came straight off a mid-1960s public service announcement. And it only gets sillier from there.

While the stories written by H.K. Wells and the record produced by Arthur Koro, these albums now deliver pure camp satisfaction. For example, lines like "There are monsters everywhere; monsters of the soul!" may have been cool in the late-'70s, but they really don't hold up to the test of time. Now this record plays out as every bit as humorous as the old TV show.

TOP TEN NEW TOYS

10. TASHA YAR from Yesterday's Enterprise

$450-600
STTNG
Interest seems unwaning in the limited Playmates **Trek** figures, with the big three [illegible]

9. LEIA BOUSSH

$10-$15
Star Wars POTF2 SOTE
Many expect this to be the [illegible] series, and thus you can expect to pay for her...if you can find her.

8. TAPESTRY PICARD

$600-$750
STTNG
As scalpers's [illegible] $1,200 the [illegible] In which a few [illegible]

7. TARGET WWII G.I. JOE COMMEMORATIVE SET

$35 each/$125 a set
Target Exclusive
This 12" set is way tougher than last years, and demand is pretty constant, especially from **Joe** collectors in areas without Targets.

6. SPAWN 50

$100-$125
Diamond Retailer Exclusive
This is currently the only **Spawn** figure in secondary demand since it was [illegible]

5. PENGUIN

$80-$85
Batman Animated
Still in high demand, this [illegible] calmed down quite a bit as people are finding them. Still a tough one, though.

4. MAILAWAY SISKO

$75$100
ST:DS9, Sega Exclusive
This figure is turning out [illegible] scarcer than previously thought, as rumors have it that there were only 5[illegible]0 manufactured. If that's true, expect prices to climb.

3. LT BARCLAY from Projections

$250-$325
STTNG
This one has climbed in demand due to the fact that since there are more of them (3,000) than **Picards** or **Tashas**, the price is consequently much more accessible to the average collector.

2. STAR TREK BARBIE GIFT SET

$75-$ 125
This is showing up in very limited quantities and, thanks to crossover demand from two of the biggest collectible markets, this will be a hot piece if it stays scarce.

1. ALL 12" STAR WARS FIGURES

$30-$40
POTF2
The first four figures of the 12" **Star Wars** line have experienced more demand than any other new **Star Wars** piece so far and are impossible to find on the shelf.

Psychotic REACTIONS

NEW ADVENTURES IN HI-FI

R.E.M.
WARNER BROTHERS

It's 4 a.m. and I'm sitting alone in the **FAN** offices as I put the new R.E.M. album into the player. I think back to a decade ago, when I would stay up til dawn drinking beer, talking to friends long since forgotten, and listening to R.E.M.: **Reckoning**, **Fables of the Reconstruction**, **Life's Rich Pageant**. The boys from Georgia vowed to disband by the year 2000. Yet they still owe several records to the company before the new millennium hits, and by the current rate of their output, it doesn't look like they'll make it. I'm desperately trying to meet a deadline and I still owe The Man several thousand words, and it doesn't look like I'll make it. Sure the album is lovely, but the sound just isn't the same anymore. Maybe it's the sterile environment of the corporate world, maybe it's diet soda instead of beer, maybe it's the shiny suits in place of thrift store attire, maybe we no longer have anything to say but are bound by commitment to say it anyway, maybe we've just changed along the way. *File between* ***Automatic for the People*** *and* ***Monster.***

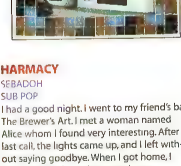
—Benn Ray

WHITE LIGHT WHITE HEAT WHITE TRASH

SOCIAL DISTORTION
EPIC RECORDS

Any other band would have been wrong to do what Social D is doing, any band that didn't start out punk, that is. Social D has been around for a while, and the gap between their first two releases allowed them to age and settle into the rock n' roll thing as well as develop their sound. They put out some good albums over the years, all with a straight-forward rock sound, but still retaining some of punk's fury. As the times continue to change, we should in some ways be thankful that "punk" sells; it allows the old school to come back. Smattered throughout the album are legitimate attempts to fuse rock with punk for a sound which can truly be called punk rock. The pace and ferocity of such tunes as "Don't Drag Me Down," "Through These Eyes," "Pleasure Seeker" and others, allows us to glimpse the highest plateau of punk. With the addition of legendary punk rock drummer Chuck Biscuits (of late languishing-in-metal-hell w/Danzig) to the already impressive line-up, Social D and front-man Mike Ness complete the cycle started with the sound of **Mommy's Little Monster** over a decade ago. Not every track is a winner, the weakest ,"When the Angels Sing" and "Down Here (w/the Rest of Us)," but the end justifies the means...literally. Look for the hidden "Under My Thumb" to tell you all you need to know about a punk band and a punk album in the '90s.

—Joseph P. Rybandt



HARMACY

SEBADOH
SUB POP

I had a good night. I went to my friend's bar, The Brewer's Art. I met a woman named Alice whom I found very interesting. After last call, the lights came up, and I left without saying goodbye. When I got home, I poured myself a nightcap and put on **Harmacy**. One drink became several as I listened to Sebadoh's new album over and over again. If I had any heartstrings left, Lou Barlow's songs just blow-torched them in half. This record presents what Sebadoh does best, beautiful, discordant pop songs of loneliness and betrayal offset by gut-wrenching movements of anguish. **Harmacy** is more consistent than anything Sebadoh has done. The musical juxtaposition keeps the album moving, keeps it fres and runs the gamut of emotions that lie ju below the surface, waiting for a voice like Barlow's to excise them. I think I'll go back The Brewer's Art, it's a great place, and per haps I might see Alice again, and if not, I have **Harmacy** to listen to when I get hom

—Benn R

OMNIPOP

SAM PHILLIPS
VIRGIN RECORDS

Sam Phillips has been making quietly bri liant albums for years now, with a blend smart lyricism and sharply crafted music that doesn't sound like anything else out there. **Omnipop**, while meeting that last qualification of having a trés unique sou and showcasing a musician in full comm of her talents, is eclectic to the point of imbalance. There is, of course, the brilliar "Power World" and "Entertainmen" (no, th not misspelled) are both smooth, surgin songs, each cruising a stretch of highway leading to very different corners of the p map. The seven-minute "Your Hands" is s and sultry and really showcases the lyric which are deserving. But then we move odd territory, with the James-Bond-them ish "Plastic is Forever," the oozing, painec "Where Are You Taking Me," and the bou single, "Zero Zero Zero." But after listenir **Omnipop** again and again, it's not that any less brilliant than 1991's amazing **Cr Inventions**, it's that Sam Phillips is doing much on this one, I can't keep up with h

—Christopher Wooch

ONE MISSISSIPPI

BRENDAN BENSON
VIRGIN

Remember the band Jellyfish? They made one great album (**Bellybutton**) in the early '90s and then not much after that. Now one of their lead guys, Brendan Benson, has got this new solo album out. The opening track could have been pulled right off of

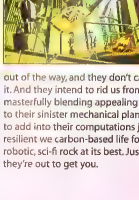
Jellyfish's first CD, as Benson's distinctive vocals are way up front, the melody is all soft and Beatley, and there's catchy choruses work. It all goes downhill from there, though. If Benson had clung to the pop style and arrangements that he begins with here (and began Jellyfish with), he'd have fared well. Instead, he wanders aimlessly through the gloppy mess that was '70s progressive music and creates a sticky kindergarten project of songs, none of which are worth Show-or-Telling about.

—Christopher Woodward

NO ROOM FOR HUMANS

SERVOTRON
AMPHETAMINE/REPTILE

One day I noticed some graffiti on a cash machine that read "Con Science in the Coming Millennium." I thought I had a few years until the Man vs. Machine Revolution started, but I was wrong. The revolution has begun, and the damned machines started it. The title of this album, **No Room for Humans**, is all the warning we neo-Luddites need to start smashing the computers, blenders, televisions, those damned Disney Animatrons, toasters, everything that requires an energy source. This band, Machines 1-4, and their ilk, want us out of the way, and they don't care who knows it. And they intend to rid us from the planet by masterfully blending appealing Devo sounds to their sinister mechanical plans. Yet they fail to add into their computations just how resilient we carbon-based life forms are. It's robotic, sci-fi rock at its best. Just keep in mind, they're out to get you.



—Benn Ray

ELECTRIC FRANKENSTEIN CONQUERS THE WORLD

ELECTRIC FRANKENSTEIN
KADO

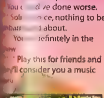
Guitars and drums! Drums and bass! Bass and whelping punk vocals! Whelping punk vocals and the speed of the SST jet plane! Sounds like a recipe for a hard rock Thanksgiving meal huh? Well, the best band with the worst name has killed the turkey, mashed the potatoes and is forcing it down your throat. I can't help imagining a kinda of Groovie Ghoulie kind of scenario here....There's the cemetery...there's the tombstone ..it reads:"Here lies Electric Frankenstein in all their glory of being ex-hardcores who dug up the corpses of '70s hardpunkrock, shot it full of juice and sicked it on the unsuspecting villagers!" Monster Rock? You bet.

—S. Leonard Hedeen

THE SHORT SET

...lone ...tter spent, ...u could've done worse. Sol... ce, nothing to be ...barra... about. You ... definitely in the ...

Play this for friends and they'll consider you a music ...



...LD GENERATION
...DAYS

...ump of mostly punk bands. ...e very ... the enhanced CD ...t of the show which spot... ...ars skat... snow boarders ...ventur...ed by the bands on ...is disc.

—JPR

...D CANDY SNATCHERS
...E HOT

...punk rock with a genuine feel, no corporate machine at work here. It's also an enhanced CD so you get a video if ya gotta 'puter.

—JPR

SATAN IS REAL AGAIN OR FEELING GOOD ABOUT BAD THOUGHTS

COUNTRY TEASERS
CRYPT RECORDS
★★1/2

Beer been stuck in a redneck dive? After that crappy canned beer gets to ya, everything starts to make sense in a later embarrassing way.

—BR

BAD WITH WIMEN

DM BOB & THE DEFICITS
CRYPT RECORDS
★★★★

This does to Hank Williams and Johnny Cash what Jon Spencer did to Chicago blues and what Doo Rag did to Delta blues.

—BR

THE GENIUS OF KOMEDA

KOMEDA
MINTY FRESH

If this is genius, I'm a musical Stephen Hawking.

—CW

FRESH GASOLINE

PHONO-COMB
QUARTERSTICK RECORDS
★★★½

Comperable to Shadowy Men On A Shadowy Planet which really isn't all that surprising considering this is their new band with some new personnel. Yes, they're from Canada and yes, it's all instrumental and yes it's pretty darn good.

—JPR

PLUTO

PLUTO
VIRGIN
★★★

Adenoidal, spacey, West coast punkish rock. Imagine Weezer exposed to too much *Lost in Space* as children. Hey, that wouldn't be bad....

—CW

THE SEA AND THE BELLS

RACHELS
QUARTERSTICK RECORDS
★★★½

Beautifully musical and nearly classical, Rachel's continue to delight the auditory senses. Complimented by beautiful packaging and design,

—JPR

THE LITTLE DEATH

RUTH RUTH
CRYPATH
★★1/2

Take a road trip to Powerpop City with Elvis Costello driving, ELO riding shotgun, and Buffalo Tom locked in the trunk.

—BR

CINEMA!

SPEEDBALL BABY
MCA/FORT APACHE
★★★

New York skronk rock did not die with the Honeymoon Killers...Thanks to all the attention Mr. Spencer and his Blues act are getting The baby got signed and thanks to market saturation, this baby is heading straight for the cut out bins. Too bad...they do the job pretty well.

—SLH

PHOTOGRAPH RUINS V3

ONION/AMERICAN
★★★★1/2

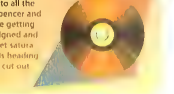
Ohio must have something in the water, huh? V3 rock it hard like the Akron boys with the flower pots on their heads (Devo, in case ya don't know) did 20 years ago. This is a new wave-art-damage-pop-punk-goof-ball of a plastic disc.

—SLH

STOP THE RIDE

WAKE OOLOO
PRAVDA RECORDS
★★★1/2

The Feelies with a harder edge and faster, but featuring members of the Feelies



MANGA!

by
Jason E. Topolosky

ROUJIN Z

An elderly invalid is volunteered for a bizarre experiment. The Z-001 is an automated hospital bed providing all of the needs for its invalid test subjects —it even links with his brain waves to provide entertainment. The Z-001 can monitor, bathe, feed, exercise and entertain.... However, when it begins providing for his every need, the Z-001 transforms into an stoppable robot that smashes out of the hospital and battles through police barricades. The Z-001, responding to Takazawa's whims, quickly develops into something way out of control and goes on a rampage towards an unknown goal locked in the memory of the old man. However, one of the designers has a hidden agenda—a secret military prototype of the Z 001. Now only his young nurse can rescue him from the battling machines.

Roujin Z is directed by Hiroyuki Kitakubo (of *Patlabor the Movie* and *Black Magic M66* fame) and animation director Fumio Lida (*Wings of Honneamise*). *Roujin Z* was written, designed, and produced by famed director Katsuhiro Otomo. While Otomo did not actually direct, *Roujin Z* maintains Otomo's style similar to his work on *Akira* and *Memories*. *Roujin Z* poses the question of managed care of the elderly in Japan's increasingly aging society. *Roujin Z* is perhaps Otomo's most forceful political statement and aims not only to enlighten Japan's Government, but the health care system in general. Although the concept is incredibly outrageous (isn't most anime?), there are serious issues within the film that demonstrate society's inability to deal with providing complete health care. On their syndicated review show, Siskel & Ebert gave the theatrical release of *Roujin Z* two enthusiastic thumbs up. Check it out for yourself. It is available both dubbed and subtitled from U.S. Manga Corps.

BLUE WATER VOL. I-2

Perhaps one of the best animated TV series of all times, *The Secret of Blue Water* (which is more commonly referred to as *Nadia*) has recently been released by Streamline Pictures (Orion) for home video. The character designs, by Yoshiyuki Sadamoto are some of the most expressive and fantastic designs I've seen as of late, and the mechanical designs are very unique. Heavily inspired by Jules Verne's **20,000 Leagues Under the Sea**, *The Secret of Blue Water* is very enjoyable. The animation is superb and the dubbing is also done very well. There are four episodes per tape at approximately $14.98 per tape.

ANI-MAYHEM: THE COLLECTIBLE CARD GAME

This great collectible card game contains actual screen art from some of the anime world's most endearing anime films—*Tenchi Muyo*, *Ranma 1/2*, *Bubblegum Crisis* and *El Hazzard*. These four anime titles are supported by numerous film sequels, and would recommend that you first pick up the films to get a basic idea about the backgrounds of the characters contained within the collectible card game. Players manipulate teams of characters who, variously equipped and/or enhanced with incredible powers, search for valuable items scattered throughout the set. The game's background takes place in the make-believe world of anime where a sudden but deadly upheaval has taken place. Of course, this being anime, the quest is made more interesting by robots on the rampage and similar anime stereotypes. Players must overcome them, as well as each other, in the hunt for treasure and victory. **Ani-Mayhem** is the first anime collectible card game designed for solitaire like play. In addition, there are special rare cards inserted in Pioneer Laser Discs and VHS Cassettes. Look for the next supplement set to be released around November.

Violence Jack

MANGA ENTERTAINMENT

The world has gone to hell. Well, at least underground. Set in a brutal post-apocalyptic future Violence Jack continues the tradition of Devil Man. Why? Because creator Go Nagai is the man behind them both. This strange warrior is set in the middle of three warring factions battling for control of what's left of society. The beautiful twist to the story is: Who do you trust? Trust no one, of course. This three part story puts Darwin's theory to the test. And the fact that Jack is about feet tall can't help

-Jeff

ANIME

ANIME RUNNING RAMPANT: DESTRUCTION HAS NO BOUNDARIES IN TIME, SPACE, OR THE GAME ROOM

TENCHI: THE MOVIE
TENCHI MUYO IN LOVE

Pioneer's hottest (and extremely lengthy as well as interesting) Japanese animation series is now a feature length movie. The story is set in 1970s Tokyo, giving it a wonderfully erotic retro background. (It seems that everything is going '70s these days). *Tenchi Muyo in Love* is a dramatic tale of the literally star-crossed love between Tenchi's alien mother and human father. Tenchi is forced to go back into time, a la *Terminator* with less violence, to save his parents from an alien threat which could destroy not only them, but all of humanity. There probably isn't a more perfect combination than the anime style and the 1970s, and it was bound to happen sooner or later. The music for *Tenchi Muyo in Love* is by Christopher Franke, famed '70s keyboardist from the group Tangerine Dream. In addition, the '70s retro theme song is by Nina Hagen.

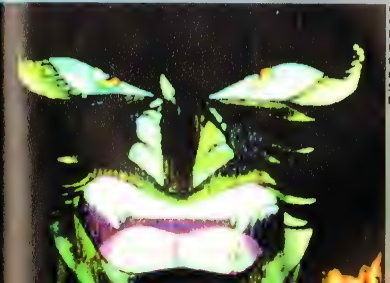
Although not as broadly successful as the *Terminator* series, *Tenchi Muyo in Love* played theatrically in several large cities nationwide receiving critical acclaim.

FROM THE BARGAIN BIN....

Manga Entertainment, *Ambassador Magma* and *Giant Robo* (formerly from U.S. Renditions) have been repackaged and reformatted to add new life to these old but popular anime series. The animation in both series are okay for the time they were first released. The storylines are decent and so are the character designs.

In the not so distant past, *Ambassador Magma*—the golden human rocket—is developed to defend the Earth from the evil Goa. Having once defeated Goa, Ambassador Magma is reawakened to fight the evil Goa once again after his escape from captivity. On the other end of time in a retro-futuristic Earth, the only force strong enough to stop a terrorist group's attempt to conquer the world are the ESPERS—a race of people with paranormal powers—and the world's most mightiest robot defender, Giant Robo.

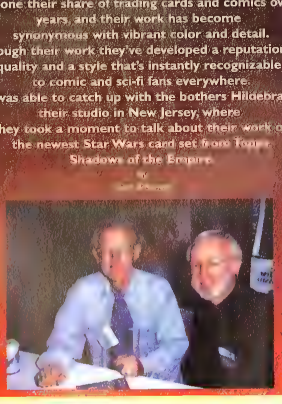
I also recommend *Bounty Dog*. The character designs, by Hirotoshi Sano (*Tekkaman Blade*), are superb and the mechanical designs by Atsushi Takeuchi (Sol Bianca) and Masamune Shirow (*Appleseed, Ghost on the Shell*) are fantastic. The story itself is not very original, but still worth the view solely for Shirow's designs. Available from Manga Entertainment dubbed for $14.95.



THE HILDEBRANDTS STRIKE BACK OR SHADOWS OF THE HILDEBRANDTS

Artists extraordinaire Greg and Tim Hildebrandt have done their share of trading cards and comics over the years, and their work has become synonymous with vibrant color and detail. Through their work they've developed a reputation for quality and a style that's instantly recognizable to comic and sci-fi fans everywhere. FAN was able to catch up with the bothers Hildebrandt at their studio in New Jersey, where they took a moment to talk about their work on the newest Star Wars card set from Topps, Shadows of the Empire.

by
Sam Kusek



When I meet up with Tim and Greg Hildebrandt, they're in their studio, surrounded by paintings, many of them featuring characters from *Star Wars* and just recently returned to the studio after being shot by Topps for the new **Shadows of the Empire** card set. "Yeah, we've been getting them back over the last few weeks," Greg explains, "and they're really starting to pile up. It's fun, though, because we receive these and open them up and finally get a chance to really look at these pieces we did number of months ago and haven't seen sl

Tim agrees, adding, "When we were doing the two of us were just getting them done shipping them out, and we didn't really get chance to look at each other's work as muc we might have liked to. We haven't really se them since then. So it's been very interestir ting all of these back at once like this. We've sort of looking at them when they come in have been surprised at how much we like t They really turned out well." The brothers Hildebrandt pause a moment before Tim a laughing, "Of course, we're starting to run o places to put them all."

As Tim finishes his sentence, he motions t paintings that have been slowly accumulat over the last few weeks. "What people don' lze, though, is that it's as exciting for us to b doing this as it is for them to be seeing the the card set. We really like all of these, and day that we get a package back from Topp just sit down and tear off the wrapping be we can't wait to get a look at these again."

And exciting is exactly what people have over the newest *Star Wars* project. The **Sha of the Empire** novel has sold better than a expected, staying on the best seller list for at a time and spawning its own comic boo action figures, and now a card set.

It's no surprise, however, that the Hildebra studio is starting to get rather full when yc s der that Tim and Greg did *one hundred* p between the two of them for the **Shadows** and imagine the time it might take you to hundred paintings. Try and imagine the co allizing, in some cases, of characters that ha appeared visually before. Try imagining th ning, the sketching, and then the actual pa of each piece. And then imagine doing all in less than six months.

"I know it may seem hard to believe, but actually did them all in about four or five months," Greg admits, sounding a little am their accomplishment himself. "It was just Topps gave us to get everything done, and knew we had to work at a certain pace, an went from there. We knew about the proje about a year, but we didn't actually have c the novel for a while, and then, of course, other projects we needed to finish before one."

As for how they actually came up with the plans for card, Tim explains, "We started by going through the few times each and thinking about which scenes and characters we wanted to feature. From that, we both lists, and then we sort of pared it down from there. A scenes were obvious to both of us, and we agreed on right away. From there, it was just adding scenes or ch to fill out the set."

As for how the Hildebrandts got the lucky task of pu

the best-selling novel into pictures, "It was simple," says Tim.

According to Greg, "Ira Freidman from Topps called up and asked if we would do a hundred paintings for a **Shadows of the Empire** card set. And we said yes."

Was this a dream job? "Yes, definitely," says Greg. "Of course, we were very flattered to have been the artists chosen by Topps and LucasFilm for this. It's just a great thing for them to have their choice of pretty much anyone they might have wanted and decide to select us."

Tim agrees with his brother, adding, "We were really thrilled when they called us. I mean, to be a part of what LucasFilm is doing with *Star Wars*, with the rereleases coming out next year and the new movies already started, it's just great. It was definitely an honor to be chosen to do this, and we're really pleased with the work we've done."

As apparently, are Topps and the many fans of *Star Wars*, as the few promo cards that had leaked out prior to this interview were all received enthusiastically by fans everywhere.

Now that the packs are on shelves in comic stores all over, you can be sure the excitement will only increase. With chase cards featuring 6 character cards with embossing and gold-gilded edging and 4 character cards in embossed foil with gold-gilded edging, as well as a redemption card for an autographed Hildebrandt Master Visions card, this is easily one of the most-anticipated sets of the Fall.

So when you open that first pack of **Shadows of the Empire** cards, think about the effort that went into getting those to you quickly, think about how you first envisioned some of the characters now featured visually for the first time, and think about the Hildebrandts trying to find room in their studio for one hundred beautiful paintings. ■

Don Whisted is a long-time Star Wars fan, having appeared as an extra in many Ewok scenes on Endor in Return of the Jedi. He wrote the Warrior article in ***FAN*** *#15.*

SPECIAL TOPPS CONTEST

WIN AN UNOPENED BOX OF SHADOWS OF THE EMPIRE CARDS!
WIN AN UNCUT SHEET OF SHADOWS OF THE EMPIRE CHASE CARDS!

Thanks to Topps, FAN is able to offer a special chance to win either a box of unopened cards or an uncut chase card sheet to Shadows of the Empire trading cards. There will be five winners for each prize, giving you a total of ten chances to win!

Just write your name, address, and age on a postcard and mail it to Shadows Card Contest, Overstreet's FAN, 1966 Greenspring Drive, Suite 405, Timonium, MD, 21093.

No purchase necessary. All entries become the property of Gemstone Publishing, Inc. and cannot be returned. Estimated retail value of either prize is $25. All local, state, and federal laws will be the sole responsibility of the prize winner. Gemstone Publishing, Inc. reserves the right to substitute prizes of equal or greater value for those listed above. Gemstone Publishing, Inc. is not responsible for lost, late, misdirected, or damaged entries. This contest is void where prohibited, regulated, or restricted by law.

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CARD SHARK

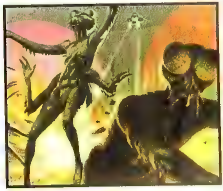
BY MAX GOTTFRIED

DO THE MONSTERS MASH

Tis the season for vampires, werewolves and scary stuff. Helping celebrate the horror holiday is Kitchen Sink's card release of **Universal's Monsters.** It's been awhile since we've had a photo card series of Frankenstein, Dracula, and the rest of Universal classic creatures. 90 cards capture 60 films from 1923 to 1960 in enhanced black & white. These are the photos of vintage horror films we all know and love. The Wolfman will howl over the 8-card packs which include a lobby card sticker in full color. The Creature will swim out of the Black Lagoon for the 12 randomly inserted chromium bonuses. Each chase card highlights Boris, Bela, Lon, and the other great horror actors. Every Mummy and Daddy will want the Ultra chase card, which is redeemable for an uncut sheet of **Universal Monsters** trading cards.

GALACTICA '96 IS IN THE CARDS

The television series that premiered in 1978 still has legions of fans, and if you're among them,,, get in line now for Dart's **Battlestar Galactica Deluxe Trading Cards.** With 72 cards printed on premium 18-point mirror board, this new set will include over 25 artistic conceptual drawings used in pre-production of the TV snow. Chase cards include 6 gold-foil and 4 jumbo cards randomly inserted in 7-card packs



THE DARK KNIGHT ENTERS A NEW DIMENSION

Following the success of their first all hologram set, Fleer/SkyBox has done what must done. The **Batman Holo Series** is 50 cards of all 3-D modeled holograms. Usually reserved for limited-edition chase cards, Fleer/SkyBox's cutting edge technology is able to produce a complete set of Gotham City's guardian. In conjunction with the newest game will be 6 **DC OverPower Hologram** cards, two Batman, one Catwoman, one Two-Face, one Commissioner Gordon, and one Ra's Al Ghul. These cards are featured only in **Batman Holo** packs (1:72), and have revised ratings and additional abilities for each character. Bat-bonuses include four HoloAction cards capturing incredible holographic motion technology. Continuing what was done with the **Superman Holo** series, a parallel **Batman Holo** series will be randomly inserted one in every 12 packs. This parallel set includes 50 Holograms and 4 HoloAction cards each with a bat emblem stamped in blue foil.

BABYLON 5 BLASTS OFF AGAIN

One of the most overlooked card sets of 1995 was **Babylon 5.** Complete basic sets command almost $35 each while boxes sell for over $100. That type of collector support typifies the show's growing popularity. Fleer/SkyBox has answered the demand in 1996 with **SkyBox Babylon 5.** The outer-space excitement unfolds in a 60-card set featuring original images from the Season II finale and an episode-by-episode synopsis of Season III. Five levels of bonus cards include 9 "The Coming of Shadows" cards, 10 "Creator's Collection," 50 "B5 Trivia" cards, 12 "Nightwatch" Posters (which expand to nine times the size of a regular card), and 2 laser-cut B5 logo cards. Suck up the oxygen for the added bonus of 1,000 personally autographed cards by creator J. Michael Straczynski.

BLADES, BLOOD AND BOSOMS

Razor: Metal & Flesh chromium cards are coming to town. Returning this December is an all new 90-card series from Krome Productions, as Everette Hartsoe's babe with the blades leaps from the pages of her London Night comics to another exciting card series. Talented c contributors include Mike Wieringo, Steve Sandoval, James O'Ba Kyle Hotz, and many others. Random Razor Reward chase cards include 5 HoloChrome, 2 Photo HoloChrome, and 4 chromium promo cards for next year's London Night card series. A special bonus of 2,500 autographed cards by 5 different London Night artists are seeded randomly. And every box features an exclusive mini **Razor** comic with a chromium cover randomly popped into every 5 boxes.

STRAP ON THEM SIDE IRONS & SADDLE UP WITH MORT

The Keepsake Collectibles division of fine art cards from Comic Images is for collectors of all ages. Both mature and youthful collectors can look forward to the November release

A The **Wild West: The Art of Mort Kunstler Collector Cards** The works of America's foremost historical artist have been exhibited in prestigious galleries, hung in the White House, and have illustrated numerous books and magazines. This collection of 72 cards on thick, 24-point stock includes subsets such as "Railroads West," "Cowboys and Cattlemen," and "Mountain Men and Missionaries." Six chromium cards, randomly inserted, highlight Kunstler's "Civil War in the West." Morty K has also lent his autograph to 500 cards. If you liked Kunstler's previous **Civil War Card** series, you'll circle this one when trains for this one.

motion picture ever based upon a card series. Topps captures all the cinematic action and special effects on its 72-card series. Utilizing its explosive WideVision format, you'll experience all the Martian mayhem from the Warner Bros. movie. **Mars Attacks WideVision** chase cards feature 6 Martian-foils with all new computer renderings by Norm Dwyer of Mars Attacks classic images

THE CARD SERIES BASED ON THE MOVIE BASED ON THE CARDS

Sounds confusing? It shouldn't. Topps' **Mars Attacks** card series from 1962 is legendary. The 1994 Archives set paid a handsome tribute to this card classic. On December 13th, the invasion reaches the silver screen when *Mars Attacks* opens in theaters around the country. Card sharks can take pride in knowing this is the only

NO TURKEYS HERE PILGRIM

The newest November release from WildStorm is **DV8 Trading Cards**. Spun off from the hit **Gen13** comic, **DV8** features the malevolent "heroes" of the Gen Factor. This 90-card set tells their whole story with subsets galore, including a synopsis of DV8's previous appearances, panorama cards of team members, and 9 card scenes by Humberto Ramos and Richard Johnson. No need to visit the Smithsonian for the 36 artist gallery cards by Jim Lee, Brett Booth, Scott Clark, Tomm Coker, and a host of other creators. Don't deviate from the chase for 8 deviant covers and mini-cels. ■

•MARKET REPORT FROM THE SHARK TANK•

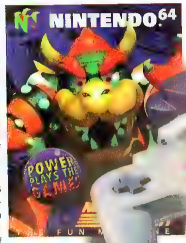
In life there are staples you cannot do without. A telephone. Oversized **FAN**, and pizza come to mind. Add to that list **The Connoisseur's Collection** by Inkworks. Nevermind the Wonder of Bond chase cards or my vote for best bonus card of the year, the incredible foil-embossed Goldworks card. This card set is a true classic in every sense. Sure, the color shots are awesome, the black & white portfolio images of Sean Connery and Ursula Andress (Honey !) are priceless. Before I forget, the collation of the complete 90-card set with just a few short, by a second, I also secured one gold-framed movie poster card and that supereffusive Goldworks card. And this is just the first of three collections• WildStorm Productions' second **Spawn** card series is pretty cool. 99 all-chromium cards display all the covers to the **Spawn**, **Angela**, and **Violator** comics up to the present. The balance features some snappy art from a wide menagerie of talent, including Jim Lee, Adam Hughes, Dale Keown, and a crowd pleaser by Mike Allred. Todd McFarlane's commentary provides fascinating insight into the creator's mind. Of the 9 motion chase cards, I plucked 4, and also received a Spawn Morph card for my efforts. I'm happy with the one complete set collated, but the 40 leftovers are strictly trade bait. This collection rates two thumbs up and beats out the monstrous first series. • I applaud any card product that brings new faces to the hobby. Fleer/SkyBox's **Superman Action** packs succeed marvelously in doing this. Chockfull of stickers, puzzles, pop-ups, and more, this is loaded with nuts of fun in mind. The robust colors ple in beautifully to the animated show. With 40 different types of cards including the bubble gum, die-hard collectors can put together about 6 complete sets per box. These will make great gifts for younger friends or relatives.

The "hobby only" **Marvel Ultra Onslaught** set reflects all the tumult from the mind-bending comic crossover. Card reporter Luis Vargas (Comic Den/Kew Gardens, NY) reports brisk sales of $35 per 100-card set. The breakdown averages two sets per box with a majority of the 'Mission' and 'OverPower' cards inserted. Mirage and Wolverine preview cards turned out only one per box. Looks like Luis is a happy camper.

So is sci-fi specialist Chris Chang (International Card Exchange/Brooklyn, NY) with regard to Topps' **X Files III**. Killer collation results in three 72-card sets per box with a few shy for set #4. Holograms and Finest cards are scattered two every box with half the etched-foils also pumped in. Good job, Topps! ■

MEGABYTE ME

NINTENDO 64



As Joe mentioned in his **Mario** review, the new Nintendo 64 system is finally here. After not finding one in all of Baltimore, our good friends at **InterAct** (that fine manufacturer of hardware for Nintendo, Playstation, Sega, and PC systems) loaned us one of their extra systems. What nice guys. So it is due to the generosity of the wonderful staff at **InterAct** that we're able to bring you reviews of the latest Nintendo 64 games when they become available. Check here next month as we review two new controllers for Nintendo from **InterAct** as well. Thanks guys.

—Todd Hoffer

JUMPING FLASH! 2

SONY PLAYSTATION

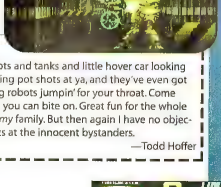
Jumping Flash! 2 is definitely one sequel you should not be without. From the minute you set down on one of the many different worlds, the action starts. Being more inclined towards the shoot'em up types of games, I was a little leery to play this kiddie game. Boy, was I mistaken! My mission—rescue the cute little Muu Muus. Only problem is some of them are way up on these floating islands. Now how am I supposed to get waaaay up there? Well let's see, how about if I push this button—whooooooa!!!! GET ME DOWN FROM HERE! Man did you see that? Anyway, after you've successfully rescued the Muu Muus, you're off to the next level of each different world. **Jumping Flash! 2** is an action-packed, first person, in-your-face, catching air, freefallin', 3-D jump-o-rama of a game. Graphics are very much improved over the first one, for very clear, crisp images. And here's a little advice: DON'T play on a full stomach. If you do, make sure you have plenty of air-sick bags!

—Todd Hoffer

PROJECT: HORNED OWL

SONY PLAYSTATION

Now this is more my speed. Give me a game where all I've got to do is blow stuff up. I know, you're supposed to save the city and all that junk, but I just love to blow things up. Anyhow, **Horned Owl** is an arcade style, one or two player shoot'em up game. One thing that's really great are the animated cut-scenes that take you from one level to the next. It's like watching Japanese anime without having to rent a video.



Really, the animation is great, just get yourself a little popcorn and a Coke and...hey—what's with all this mushy feel-good crap? This is one kick-ass shooter game that will have you looking for the nearest clock tower. You've got all these robots and tanks and little hover car looking things flying around taking pot shots at ya, and they've even got these little annoying dog robots jumpin' for your throat. Come here Rover, I got a bullet you can bite on. Great fun for the whole family. Well maybe only *my* family. But then again I have no objection to taking a few shots at the innocent bystanders.

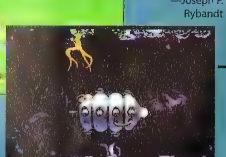
—Todd Hoffer

ADIDAS POWER SOCCER

SONY PLAYSTATION

Alright, let's lay it on the line; I am not the most athletic guy, therefore I don't dig the sports games, 'kay? But from the first second I sat down with this I was hooked. It's a sickness, a plague, I don't know if I'll be able to find a cure...and I don't care. There are a ton of options on this: single player, one on one, two player, special moves, fouls and penalties, a live announcer, the whole nine yard... The best is one on one, but don't play the machine—it'll eat you alive! You have three countries to choose from (England, France & Deutchland), and unless you follow the Europeans, it's all trial and error to find the team that suits you. You even get the option of slipping the ref's a quid (that's some English monetary denomination—I think it's a fiver) to play the game with a blind eye (or go the other route and get called every time you give the other guy a dirty look). The pace is fast and the checks to the body are as good as any you'll find in hockey. Remembering all the combos so you can play the game Pelé style takes some time, but it all flies by. Adidas got their money's worth by providing the half-time commercial footage and getting to toss their name into the title. For me, sitting down at this turned hours into days and days into weeks, all with me blissfully unaware of anything but the drive down field to score.

—Joseph P. Rybandt



Brothers 64

NINTENDO 64

The Nintendo 64 finally showed up here at the **FAN** offices and, oh man, what a wild ride. Like many of you, I stood in a Toys R Us and played the demo games that they had out, and I was blown away. And the excellence of the 64 is the 3D. Mario, and you've got one helluva game experience. Rotating camera slabs of...well, something, walking bombs, lost baby penguins (sniff) and the cutest lil' Mario that you ever did see. This game is phenomenal. A quest to save the princess (Big Surprise!) and the Kingdom. To do all this, you gotta run around and stomp on all kinds of strange things. Collect coins and rings to take you to new worlds and new weirdness... it's that simple. Sometimes the rotating and reversing angles get a little confusing, but after two or three days of straight playing it'll all become second nature.

Tune in, turn on, and drop...into the world of Mario.

—Joseph P. Rybandt

CASTLE INFINITY

STARWAVE

Castle Infinity is the first Internet live multi-player adventure game for kids. Your job is to rid Castle Infinity of the awful infestation of monsters. You'll be able to join players from around the world via the Internet to help Rodney T. Bone and the other dudes get rid of these pesky monsters. This is head-to-head, but a cooperative effort. **Castle Infinity** will be on shelves everywhere starting November 1st, so hook up those modems and blast!

—Todd Hoffer

YOU WANNA PLAY GAMES?

by Steve Fritz

AUSSIE CROWNED NEW MAGIC WORLD CHAMP

Another "unknown" came across the oceans to win the **Magic: The Gathering** World Championship. Australian college student Tom Chanpheng (19) of Brisbane defeated U.S. Champion Mark Justice to claim a $26,000 first prize. This is the second time in a row Justice came in second in the World Championship. Just don't feel too bad for him, his purse was a nice $16,000.

Not that the U.S. went away completely empty-handed. In the team competition, the U.S. defeated the Czech Republic for top honors. They took home a purse of $22,000 for their efforts.

The top winners for both the individual and team Magic competitions were as follows:

Individual

Place	Competitor	Age	From	Prize
1st	Tom Chanpheng	19	Brisbane, Australia	$26,000
2nd	Mark Justice	25	Salt Lake City, Utah, USA	16,000
3rd	Olle Rade	17	Goteborg, Sweden	9,000

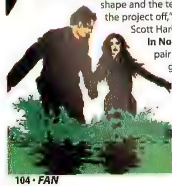
Team

Place	Team	Prize
1st	USA	$22,000
2nd	Czech Rep.	12,000
3rd	Switzerland	8,000

Chanpheng used a white "weenie" deck while Justice used a black "necro" deck. Over 1,500 attended the World Championship, which was held in WotC's home base of Seattle, Washington. Last year's world champion, Switzerland's Alexander Blumke, placed 16th in the finals.

SJG SAYS IN NOMINE—COMING IN NOVEMBER—HONEST!

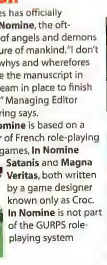
Really...Steve Jackson Games has officially announced the release of **In Nomine**, the oft-promised, much-awaited RPG of angels and demons in perpetual battle for the future of mankind.*I don't want to bore people with the whys and wherefores of all the delays, but we now have the manuscript in shape and the team in place to finish the project off," Managing Editor Scott Haring says.



In Nomine is based on a pair of French role-playing games, **In Nomine Satanis** and **Magna Veritas**, both written by a game designer known only as Croc. **In Nomine** is not part of the GURPS role-playing system (though it will have GURPS conversion rules included), making it the first new role-playing game released by Steve Jackson Games since **Toon** 12 years ago.

"Some people are saying role-playing is on the way out," Steve Jackson says, "but I think it's just a matter of finding the right game to capture players' imaginations again. **In Nomi** is perfect for the job, and we look forward to kicking off an enti role-playing line with its release."

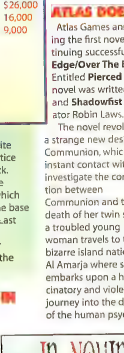
In Nomine will be 240 pages and full color throughout, with g art by Dan Smith. Because of the mature treatment of many r gious themes, **In Nomine** will have a parental advisory on the back cover



ATLAS DOES FIRST EDGE NOVEL

Atlas Games announced it will be publishing the first novel based on its continuing successful **On The Edge/Over The Edge** game. Entitled **Pierced Heart**, the novel was written by **Edge** and **Shadowfist** co-creator Robin Laws.

The novel revolves around a strange new designer drug, Communion, which gives its users instant contact with the divine. To investigate the connection between Communion and the death of her twin sister, a troubled young woman travels to the bizarre island nation of Al Amarja where she embarks upon a hallucinatory and violent journey into the depths of the human psyche.



Pierced Heart should be available nc

Also, hot on the successes of **Once U A Time** and **Lunch Money**, Atlas is ma its next **On The Edge** expansion, **Chae Plague**, a NON-collectible stand-alone card game. This means that you can b the complete set of cards in one box, off the shrink wrap and start playing. can also take the cards from **Chaos Pl** and insert them into your already exis **Edge** decks.

The milieu for **Chaos Plague** is a mir image of the current world of Al Amar

the new set, the forces of chaos are evil personified while the control freaks are the freedom fighters. The entire concept was also conceived by **Edge** and **Shadowfist** co-creator Robin Laws. No date has been given for the release of this set.

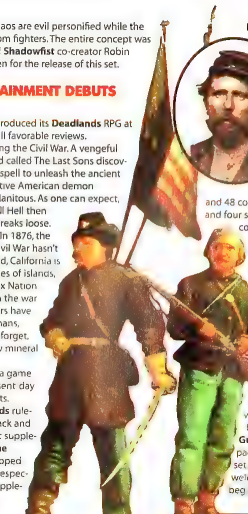
PINNACLE ENTERTAINMENT DEBUTS DEADLANDS

Pinnacle Entertainment introduced its **Deadlands** RPG at this year's Gen Con, to overall favorable reviews. **Deadlands** takes place during the Civil War. A vengeful warband called The Last Sons discovers a spell to unleash the ancient Native American demon Manitous. As one can expect, all Hell then breaks loose.

In 1876, the Civil War hasn't died, California is a series of islands, the Sioux Nation has become a third player in the war and cowboys and gunfighters have to deal with preachers, shamans, mad scientists, and, let's not forget, bullets. Then there's this new mineral called ghost rock.

Needless to say, this is a game that would have present day historians heaving fits.

The basic **Deadlands** rulebook comes in hardback and softcover versions. The first supplements, **Marshall Law** and **The Quick & The Dead**, were shipped in September and October, respectively. There will be a new supplement every month, with the exception of the months of December and July. If you like Garth Ennis' **Preacher**, Joe Landsdale's **Jonah Hex**, or Joe Vigil's **Gunslingers In Hell**, you'll want to check this game out.



EX-WHITE WOLF CREATORS FORM OWN COMPANY

Several top creators from White Wolf have left the pack to form their own gaming company, Holistic Design. To top it off, their first game offering, **Fading Suns**, made quite a splash at this year's Gen Con. Unlike their former employer's more gothic oriented games, the Holistic game is based on a science fiction scenario.

Fading Suns revolves around a future dark ages, where space has collapsed and the human worlds are again under the yoke of the semi-benign new church and a series of royal houses. A new emperor is crowned and immediately starts trouble by bringing the terms "hope" and "progress" back into the human vocabulary. Political intrigue and interplanetary war aren't far behind.

FPG: DARK AGES DELAYED

Due to their printer declaring bankruptcy, FPG had announced its **Dark Ages: Feudal Lords** CCG was delayed. The game, which features the artwork of fantasy fan favorite Brom, is back in production now, though, at a new printer.

Like the games **Kult** and **Heresy**, **Dark Ages** is set after the Apocalypse. Just like real life, the objective is to build one's own dark state with deadly warriors, psychotic scientists, mystics, and all forms of weaponry and then kill your opponents before they kill you.

FPG also announced the first expansion set for **Dark Ages: Brood**. The interesting thing is that **Brood** operates on a completely different (yet compatible) set of rules. FPG now says players will learn a new game with each **Dark Ages** expansion.

Artists on the **Dark Ages** project beside Brom include Tim Bradstreet, John Berkely, Rick Berry, Dave Dorman and many others. Brom himself did 135 new pieces of art for the set. **Dark Ages** will consist of 225 different cards with a special five-card chase set. Starter decks contain 65 cards, which are broken down 4 rare/13 uncommon and 48 common. The deck also comes with a sticker, rule book, and four special dice. There will also be 10-card boosters with a collation of 1/r, 3/u, 6/c.

The Brood also consists of 225 cards and will be sold in 60-card starter decks and 10-card boosters. The starters will also have their own dice and rule book. It will all ship during the winter of 1997.

In the meantime, FPG recently came up with the most innovative, if slightly unappetizing, promotion to attract players into its other card game, **Guardians**. Players who put $12 down were allowed to take away as many **Guardians** packs they could shove at least half-way into their mouth. The record was 14.

"It was disgusting," said FPG spokesperson Dave Gentzler, "fascinating but disgusting."

FPG also took photographs of many of the people who participated.

Finally, FPG is doing a 2-player gift set for its **Guardians** CCG. It contains two starter decks, a booster pack each from the regular and Dagger Isle expansion set, and one card that will only come with the set, as well as two play mats and a quick start rule book for beginners. It ships in November.

SELF service

IMAGINE THAT AS YOU WALK THROUGH YOUR LIFE ONE DAY, YOU REALIZE YOU HAVE THE POWER TO LEVITATE OBJECTS. DO YOU CLIMB INTO SOME SPANDEX AND A CAPE? DO YOU LEVITATE LARGE OBJECTS OVER THE HEADS OF THE PEOPLE YOU HATE IN YOUR OFFICE? OR DO YOU REALLY JUST SORT OF ADJUST TO IT? THESE ARE THE QUESTIONS MARIO MIRANDA ANSWERS IN HIS ANOTHER DAY, THE TALE OF JUST SUCH A GUY. WHO'S THE FURTHEST THING FROM A SUPERHERO, BUT ALSO A LITTLE MORE THAN AVERAGE. WITH A NOD TOWARDS THE SLICE OF LIFE FEEL OF STRANGERS IN PARADISE AND A LITTLE BOOKS OF MAGIC BEWILDERMENT, ANOTHER DAY IS ANYTHING BUT JUST ANOTHER COMIC BOOK. ORDER ISSUE 1 OR 2 FOR $2.75 EACH FROM P.O. BOX 1081, COOPER STATION, NEW YORK, 10276.

FAN: Though Paul, your main character, has something of a superpower, this is not a superhero book!

Mario Miranda: No, it's not. One day it hit me. I thought, "What would I do if one day I realized I had this ability to levitate objects?" I really don't think I would decide to throw on a costume and fight crime. I love superhero books, but in the real world this wouldn't happen. And I thought, in reality, I'd want to tell somebody. And after I got the ball rolling in that direction, it'd be something I'd deal with in my everyday life. It would alter it, but I would still be me. I wouldn't throw myself into danger's way, that wouldn't really happen. Once I took that approach, it opened a lot of possibilities.

Why self-publish?

I knew the kind of book I wanted to do wasn't going to be something that would be picked up by any of the big publishers. And I knew I'd have a lot more control and I would n't have to worry about creator rights or anything like that. There were a lot of people out there who were doing it, so why not me?

Did you have a comic background?

I had a big comic background. When we got that glut of variant covers and all that other stuff, I got turned off. Around that period of time, I came up with the idea for **Another Day**. I wasn't really reading any comics at that time, though. So I just wrote all the stuff I needed to do, the script and pages, just hammered it out.

Did you look to other books at that point to see how to do it right?

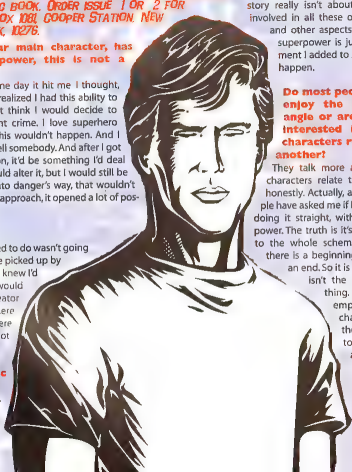
I was always interested in **Cerebus**. I remember thinking if I ever self-published or did anything in black and white, I wanted to reach that level. Which now, I don't think is possible [laughter]. Now a lot of other stuff has come out that I really admire, books like **Stray Bullets**, which is one of my favorite black and white titles, maybe even my favorite title right now. But there was a period of time before all of that when I would buy a lot of superhero stuff. I used to read the **Teen Titans** or **X-Men**. But there wasn't anything out there that I was looking at and patterning it after.

What do you focus on when you're writing the book?

I look at it as everyday life. It has its good moments and its bad moments. And hopefully, some funny moments. And at times things can be really chaotic. At the beginning of the book, Paul discovers he has this power. But then after those first three or four pages, you realize the story really isn't about that. You get involved in all these other characters and other aspects of his life. The superpower is just another element I added to see what would happen.

Do most people seem to enjoy the superpower angle or are they more interested in how the characters relate to one another?

They talk more about how the characters relate to one another, honestly. Actually, a couple of people have asked me if I would consider doing it straight, without the superpower. The truth is it's very important to the whole scheme of the book: there is a beginning, a middle, and an end. So it is important but it isn't the *most* important thing. I place a lot of emphasis on the characters and their relationships to one another, and that's why I've gotten the reaction from people.



So people have been very receptive of the book?

I've gotten very, very positive responses from a lot of people. They've gotten in contact with me by writing letters or even articles. Kevin Cleary, who does a market report for you, wrote a nice piece for me in one of those, and that sort of blew me away. The other week, Tony Isabella wrote a really, really nice piece on the book, and I want to thank him. I don't know how to get in touch with him, so if you could write it down somewhere in there—"Thanks a lot Tony, I really appreciate it."

So, yes, the response has been really positive. Unfortunately, for most of the people in my position, the really difficult part is just letting people know that the book exists. If you do a good job, you try hard, and you put all your effort into it, you come up with a really decent piece of work. Unfortunately, getting it out there to that people actually know that it exists is the biggest problem that people in my position have to face.

Do you find that's true for most self-publishers that you talk to?

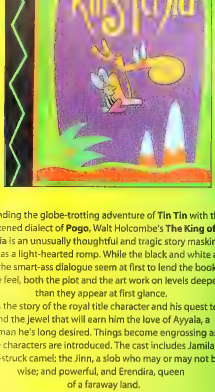
Yes, it's a struggle. You have to go to a lot of shows. You have to earn your fans one at a time. I figure word of mouth to be our biggest asset. Anyone who reads comics and is genuinely entertained by the book, who is willing to go to somebody and say, "You have to read this," is worth a lot more than putting an ad in a magazine. It's slower that way, but I'm hoping to gain a very loyal readership.

What advice would you give to someone who was considering self-publishing their own book?

Don't worry about the money right away. It's something you have to think about, but worry about the work. Do the best job you can and be true to that. You have to base your decisions on how you're going to do your comic on your own ideas and not "is this going to sell more books for me?" In the mainstream today, there's an emphasis on what's marketable and not so much what's good. I get the impression from people like David Lapham doing **Stray Bullets** or Dave Sim doing **Cerebus** that these guys are doing the books they want to do. The readers that read those books will stay with you, and they will be loyal because you're giving them something they want to read month in and month out. ■

If you're self-publishing a comic and wish someone would notice, here's your chance. Just mail off an old Atari cartridge and a couple copies of your book to Toph the Self Service Guy, ***Overstreet's FAN****, 1966 Greenspring Drive, Suite 405, Timonium, MD, 21093. Mario sent a Mego Waltons figure and now he's a star!*

The Indy Sidebar



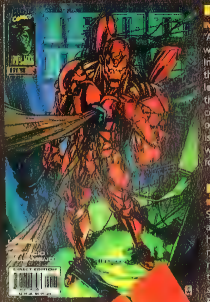
Blending the globe-trotting adventure of **Tin Tin** with the wizened dialect of **Pogo**, Walt Holcombe's **The King of Persia** is an unusually thoughtful and tragic story masking itself as a light-hearted romp. While the black and white art and the smart-ass dialogue seem at first to lend the book a base feel, both the plot and the art work on levels deeper than they appear at first glance.

It's the story of the royal title character and his quest to find the jewel that will earn him the love of Ayyala, a woman he's long desired. Things become engrossing as more characters are introduced. The cast includes Jamila, a love-struck camel; the Jinn, a slob who may or may not be wise; and powerful, and Erendira, queen of a faraway land.

As the main character, the King wanders in and out of confrontations and romantic triangles, making an enemy of Erendira when he steals an emerald from her land to deliver back to his beloved Ayyala. What's most notable about those scenes, however, is not necessarily the action, but the ease at which Holcombe conveys changes in setting and mood through his pencils and shading.

About halfway through this book, you may think you know what's going to happen. But you'll be wrong. The book takes some sharp turns in tone towards the end that are surprising and suddenly realistic. The tone becomes more reminiscent of Chris Ware's recent work in **Acme Novelty Library** than anything else currently in comics where the characters stop being cute and become suddenly pitiful

It's fitting then that Ware wrote the introduction to **The King of Persia**, in which he declares "I love this story, and I'm grateful that it's being published. ." Once you give this a thorough read, you'll be grateful it found its way to publication as well.



IRON MAN # 1
MARVEL ENTERTAINMENT

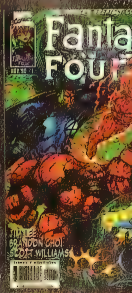
"And the stockholder said, 'Let the heroes be reborn!' and they were reborn, and it was...hmmm...good." So goes the reaction to the re-launch of the all-new and improved Ima...I mean Marvel titles. But re-drinks the fans are eating some of their words—I know this fan is! I never cared about Tony Stark, the...tinpanel in his heart or his alcoholism; but at least now he's drawn well and gets to pal around with Bruce Banner (well at least for half the issue). These days Tony Stark is a cool guy and that makes for a fun read. Toss in some cool-looking armor (Pontiac has never looked better, a little manga-heavy and over-colored, but still lookin' good!) some drinks thrown in the face, Hydra and the Hulk, and this #1 is packed phat with fun. Can they keep it going? They already have; I mean, who doesn't want to see Shellhead go mano y mano with the Hulk? That promises to be the opener for issue #2.

—Joseph P. Ryband

FANTASTIC FOUR # 1
MARVEL ENTERTAINMENT

Stop me if you've heard this before: A test pilot, a brilliant scientist, his beautiful girlfriend, and her hot-shot younger brother steal an experimental spaceship, get zapped by weird cosmic rays, and crash-land back on Earth only to find they have strange, **FANTASTIC** powers. You've seen this before you say? Wrong! This is the **Fantastic Four** done Jim Lee's way. With partner Brandon Choi, Lee has taken the aging **FF** back into the cosmic spotlight. Yours may recognize the bits and pieces of the legendary foursome, but welcome to the '90s, they've been revamped, updated, given a fresh coat of paint, and, damn, don't they look good. This double-sized #1 introduces the FF to the Heroes Reborn universe, complete with origin, supporting characters, and classic villains Mole Man and the infamous Dr. Doom. Ya just gotta have Doom. Even though 33 years ago Doom didn't make his first appearance until issue #5. Why rush guys? We're hooked.

—Jeff Dillon



THE AVENGERS # 1
MARVEL ENTERTAINMENT

Well, at least the colors are pretty...

—Scott Braden

THE FINAL NIGHT # 4
DC COMICS

Decades ago, an alien police officer made a tragic crash-landing on planet Earth. Realizing he was about to die, he chose the bravest human of our world, Hal Jordan, to take his place as one of the galactic guardians known throughout the universe as the Green Lanterns. A lot of things have happened since those early days—including Hal Jordan becoming the villain Parallax. But with this issue, the powers that be at DC have redeemed the man who was once known as the Emerald Gladiator and made him the great hero he once was.

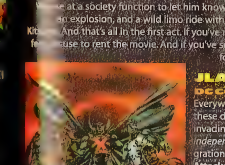
This series had both high and low points, but for the most part, Karl Kesel and Stuart Immonen have made a classic story that longtime readers of DC Comics will enjoy for years to come. Personally, I think you will too.

-Scott Braden

CAPTAIN AMERICA # 1
MARVEL ENTERTAINMENT

Is it me? Am I the only one who has the word "antiquated" spring to mind whenever someone mentions the name "Captain America"? Is it possible to make Cap relevant today? Whatever your feelings about this new Heroes Reborn series, plotter/artist Rob Liefeld and scripter Jeph Loeb take on the super patriot points out all the flaws of this hero. This issue comes complete with Nick Fury and S.H.I.E.L.D. hate-mongering white supremacists, and a swastika-clad villain who spends his down-time alone on a concrete throne pontificating soothly. But here's where Cap's flaws come to light. He's only great when compared to Nazi-ism. He represents tolerance and justice in a country where a majority of people don't act on such concepts. His costume is an homage to a country whose government is super-fascist. And of course, there's Liefeld's art: erratic, inconsistent, disproportional, sometimes unrealistic. But then, so was Picasso. Ever see the way Salvador Dalí rendered a shoe? So, what if Liefeld's Captain America has a knee so angular in one panel it could burst out of the frame, and another panel, Liefeld's Cap is taller than a lamppost; remember, the character has to be a hero. He's got a lot to represent. But, In the end, what Captain America needs is a nemesis reborn. It's to be put to sleep.

—Benn Ray



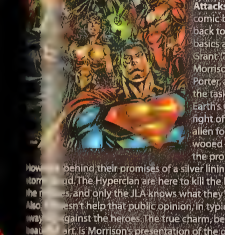
best artists. In this case, said writer would be one Paul Dini with art by (take a deep breath) Eleton, Rick Burchett, Brandon Kruse, Terry Austin, Dexter Vines, Mike Manley, Andrew Dez Madan, and the like Parobeck. And the story picks up where the animated movie *Mask of the Phantasm* left finally letting us know just how Andrea and the Joker escaped the explosion that almost the Batman, so you can bet it's a thriller. It kicks off with a bang as Andrea surprises Bruce at a society function to let him know someone's trying to kill him, at which point there's no explosion, and a wild limo ride with Alfred ensues, during which we meet a new villain. And that's all in the first act. If you've never seen *Mask of the Phantasm*, this book is a excuse to rent the movie. And if you've seen the movie, this is the book you've been waiting for. Now if they'd only do another animated movie...

—Christopher Woodward

BATMAN AND ROBIN ADVENTURES ANNUAL # 1
DC COMICS

This is what an Annual should be: you've got the best writer from the book matched with all of the best artists working on the book (Paul Dini with art by (take a deep breath) Eleton, Rick Burchett, Brandon Kruse, Terry Austin, Dexter Vines, Mike Manley, Andrew Dez Madan, and the like Parobeck. And the story picks up where the animated movie *Mask of the Phantasm* left finally letting us know just how Andrea and the Joker escaped the explosion that almost the Batman, so you can bet it's a thriller. It kicks off with a bang as Andrea surprises Bruce at a society function to let him know someone's trying to kill him, at which point there's no explosion, and a wild limo ride with Alfred ensues, during which we meet a new villain. And that's all in the first act. If you've never seen *Mask of the Phantasm*, this book is a excuse to rent the movie. And if you've seen the movie, this is the book you've been waiting for. Now if they'd only do another animated movie...

—Christopher Woodward



JLA # 1-2
DC COMICS

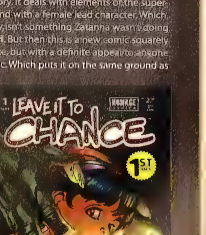
Everywhere you look these days, aliens are invading the Earth: *X-files*, *Independence Day*, immigration laws, **Mars Attacks!**, and, of course, comic books. DC's gone back to some not-so-basics and assigned writer Grant (**The Invisibles**) Morrison, penciler Howard Porter, and inker John Dell the task of assembling Earth's greatest heroes to fight off the Hyperclan, an alien force who have wooed the populace with the promise of Utopia, behind their promises of a silver lining is a sinister cloud. The Hyperclan are here to kill the heroes and enslave ses, and only the JLA knows what they're really up to. esn't help that public opinion, in typical JLA fashion, is against the heroes. The true charm, beyond Porter/Dell's art, is Morrison's presentation of the group dynamic. Yes, an write a great scene, like the one where he gets rid and-string heroes who've been bogging down the years, but the real fun to this book is watching the big Batman, Superman, Wonder Woman, Martian Flash, Aquaman and Green Lantern just over their differences and function as a team. This title is already as one of the best series out there, and it's only just

—Benn Ray

LEAVE IT TO CHANCE # 1
HOMAGE COMICS

As the first whole homage book, **Leave it to Chance** seems to take pains to be in its own category. It deals with elements of the supernatural, but in a way and with a female lead character. Which, come to think of it, really isn't something Zatanna wasn't doing back in the 70's w **Supergirl**. But then this is a new comic squarely aimed at a young audience, but with a definite appeal to anyone who likes a fun comic. Which puts it on the same ground as **Impulse** and the new **Superman Adventures**. And then there's the fact that it's a coming of age story—a classic element in comics, from **Spider-Man** to **Books of Magic**. So just what sets this book apart? For starters, it does all of the aforementioned things and does them quite well. And it takes place in a world we've never seen before that's filled with places and characters worth exploring, not the least of which is the main character, Chance, and her father, the famous occult investigator. And did I mention the dragon?

—Christopher Woodward



SHADOWMAN # 1
ACCLAIM COMICS

Nothing I like more than some voodoo, some killing, and a stuffed animal. Which means I've got a lot in common with this Shadowman character Garth Ennis has dreamed up. He's a little blank (Shadowman, that is, not Garth) when it comes to social niceties, but he's got it covered when it comes to killing. He's efficient, calm, and his entrance scene in this book is unforgettable. And everyone calls him Zero, as no one (Zero included) knows his real name. Well, almost no one. There's that aforementioned voodoo stuff going on out on the bayou, and those folks out there know what's happening. Well, they don't know about one Tommy Lee Bones, who pulls back into town at the end of this issue and raises enough ruckus to make me think issue #2's going to be just as good. It's Garth Ennis, though, and he's no slouch in the writing department, after all. There's no telling what will happen next.

—[illegible] Tunkiewicz

DV8 # 1
IMAGE COMICS

Spun off from the pages of Gen[13] is this superhero deviation (y'know, like the bike). Being touted as a "darker" **Gen[13]**, what's supposed to pass for a dark edge is merely crude violence. Within the first issue you get a gutted alien, a decapitation and a slaughtered one-night-stand. Writer Warren (**StormWatch**) Ellis is off to a decent start in developing the group dynamics and character personality. Evo's smartass comments could be smarter, Frostbite could be chiller, and Bliss edge could be edgier. Ellis, however, has two very promising characters in Copycat and Sublime. As the surrounding shock-value violence impacts these two, they immediately become the most sympathetic characters in the book. And even if the rest of the team remains two-dimensional, their progression as characters makes it a worthwhile read. But their adventures need to be more challenging. In their inaugural mission, they bust into a CIA safehouse (something the Mafia has been doing for years). This doesn't seem like a very difficult task for a team of superpowers. Humberto (**Impulse**) Ramos' pencils are slightly darker and hopefully, with this book, he can break away from being type-cast. **DV8**, at this point, is not the dark and infamous equivalent of its superior **Gen[13]**, but it clearly has the potential.

—Glenn Ray

SPECTACULAR SPIDER-MAN # 240
MARVEL ENTERTAINMENT

Come on, you know the words: "Spider-Man, Spider-Man, does what ever a spider can...." Sing it loud. Sing it proud! At last! Spider-fans rejoice, Peter Parker is gonna be that wacky wall crawler again! Nothing against Ben, who really is Peter but Peter is the clone and... wait! That clone saga is almost over. **Spectacular** #240 begins the four-part **Revelations** storyline that will **ONCE AND FOR ALL** end the clone story. Writer Todd Dezago and artist Luke Ross (watch out kids, he knows how to use that pencil and he's getting better all the time) start the party with a couple of bangs, throw in a quiet moment or two and a little spider, mutant and Shazam! ...you get one great Spider-Man story.

—Jeff Dill[illegible]

[illegible] printed on newsprint [illegible] comics to [illegible]

BATMAN: LONG HALLOWEEN # 1
DC COMICS

As a Batman fan, it is truly moments (and comics) such as these that make life worth living—the regular appearance of the real Batman, the man who has sworn to destroy all crime in Gotham City, who has taken this oath over his parent's grave; not the man who just runs around and busts heads. I'm talking about the one who uses the skills of detection and observation that have earned him the title of the world's greatest detective. These days, stories such as these are few and far between, but the void has been filled, at least for the next 13 months. Jeph Loeb and Tim Sale have already made their mark with 3 brilliant Halloween specials and, with this maxi-series, they continue true-to-form. The story revolves around the relationships between Harvey Dent, Jim Gordon, Batman, and the criminal element of Gotham City, a criminal element soon to succumb to the criminally insane element. As the story moves, the relations change, and Loeb has created a believable bond between these three men that share a vision of a crime-free Gotham. Tim Sale's upbeat, pending noir-ish art complements the mood created by the story perfectly. Sit back and enjoy all the Holidays with this; it's what Batman should be.

—Joseph P. Ryba

CURSE OF THE SPAWN # 1

IMAGE COMICS

From the bandaged bowels of a future hell you can't even dream of, here hath burst forth another Hellspawn. I know you're as thrilled as I are, boys and girls, as this means fanfare, please, a new **Spawn** book to salivate for every month as you head to the store. Here's the deal: Hell has erupted on earth, and all the demons that were trapped there are out roaming what's left of the cities and towns and killing anything that moves. And then sucking the liquid out of it, because, after all, liquid's tough to find in this day and age. For those of you who think religion might save the day, there is a pope, but he's an anti-pope, which means he's doing things with the cross that your local reverend definitely wouldn't approve of. So who's going to save the pitiful humans? The new Spawn, of course! Well, maybe. He hasn't made up his mind just yet. But we've still got at least 3 more issues in which to put this new, improved version of Hell. With all this **Spawn** going on, it may o.d. on gore.

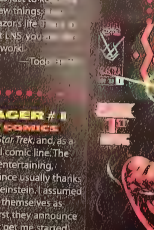
—Harold Jurkiewicz

ELEKTRA # 1

MARVEL ENTERTAINMENT

When the bad girls become good guys, are they still bad girls? After years of waiting, Elektra finally has her own series. Written by Peter Milligan and drawn by Mike Deodato Jr., there's a lot of history to cover. And by the end of this first issue, you get the feeling, with the appearance of Bullseye, that it's trying to repeat itself. Deodato is working towards a style on this darker book that is as successful as his work on **Wonder Woman**. He even artistically pays homage to Frank Miller (silhouettes and shattered panes of glass). Milligan is trying to blend years of conflicting stories into a cohesive whole, but, by issue's end, isn't successful. And with lines like "Her anger's like a raw, bloody steak between her teeth," it's hard to tell if he's serious or not. Even a pointless Wolverine appearance seems nothing more than a contrivance. Elektra is now out to save the world and a martial arts school, but it was more fun when she was just out for herself.

—Benn Ray



RAZOR # 1

LONDON NIGHT STUDIOS

The all-new series from LNS is probably the best yet. "No this is not another mini-series!" says LNS publisher Everette Hartsoe. Everette handed the writing duties over to the master of macabre, David Quinn. I was thoroughly impressed with the pencils of Steve Scott and inks (Dave Mowrey), not to mention the coloring job done by Digimono Studios. Quinn brings back to **Razor** what it had to start with, and that would be fun. That's right, I said grit. He uses way of telling a story that makes you feel like you're right in the middle of all the action. After reading **Razor** #1, my first thought was "What the hell are you doing, Everette?" He told me, "We're putting in a few twists just to keep readers on their toes." Well, let me tell you, he has done more than twist a few things. I can't even be able to find out what happened in those missing pages of Razor's life. I have to say for now...except go get a copy of this comic. Oh, and to the crew at LNS, you may be #1 on my list, as should you be on everyone else's. Keep up the good work.

—Todd Hall

STAR TREK: VOYAGER # 1

MARVEL/PARAMOUNT COMICS

1996 marks the 30th anniversary of *Star Trek*, and, as a fan, I eagerly awaited the new Marvel comic line. The previous DC titles were consistently entertaining, marked by occasional bursts of brilliance usually thanks to writers Peter David and Howard Weinstein. I assumed Marvel would now strive to establish themselves as *Trek*'s new home. So much for that. First they announce the **Star Trek/X-Men** crossover (don't get me started), and now, with mediocre art and a weak story, **Star Trek: Voyager** makes a very poor debut. I'm not looking forward to the other titles anymore. *Star Trek* as a whole has always been difficult to translate into comics, but I don't think Marvel even made an effort. Perhaps they thought fans celebrating an anniversary will buy anything. Well, some of us can still be intelligent readers too, so I think I'll just re-read some DC **Trek** issues. Happy 30th to ya, Marvel. When are you planning to bring back the Kirk clone?

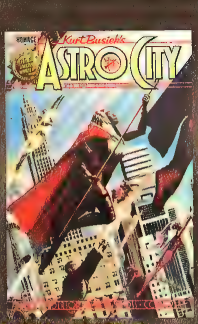
— Arnold T. Blumberg

FAN FAVE 15

Each month, the entries at **FAN** *get together and vote on titles which have remained consistently good from the ones that have been reviewed. This list is not based on demand, rarity, or price speculation; this list simply comprises the books that make it to the top of our reading stacks each month. So please, no wagering, just look at this list.*

the **FAN** *RECOMMENDED READING LIST.*

1. **THE BATMAN & ROBIN ADVENTURES · DC**
2. **SUPERMAN ADVENTURES · DC**
3. **STARMAN · DC**
4. **HOUSE OF SECRETS · DC/Vertigo**
5. **HELLBOY: WAKE THE DEVIL · Dark Horse**
6. **THE FLASH · DC**
7. **MINIMUM WAGE · Fantagraphics**
8. **HITMAN · DC**
9. **PREACHER · DC/Vertigo**
10. **BIRDS OF PREY: MANHUNT · DC**
11. **SUPREME · Image/Extreme Studios**
12. **GENERATION X · Marvel**
13. **THE FINAL NIGHT · DC**
14. **THE UNTOLD TALES OF SPIDER-MAN · Marvel**
15. **THE AMAZING SPIDER-MAN · Marvel**



KURT BUSIEK'S ASTRO CITY V2 # 1

HOMAGE COMICS

YES!! Finally, Kurt Busiek and Co. have returned with the last word in superhero comics and it's great to have it back! An issue that reintroduces old readers to familiar faces, while allowing new readers a chance to catch up. V2#1 brings the concept of "epic" back to comics. Faced with the destructive power of the storm god, Thunderhead, Astro City's/heroes rally together to defeat this manifestation of destruction. At the same time, readers also get a chance to meet a newly divorced father of two who has relocated with his two daughters on the same day that Thunderhead decides to wreak havoc on the world. Answering the question, "Why would anyone want to move to Astro City?", Busiek continues to tackle the human condition, while at the same time gives readers a chance to revel in awe about heroes that are not so different from those we grew up with. The bottom line—this book is unbelievable indeed!!

—Scott Braden

CELL # 1

ANTARCTIC PRESS

Lately Antarctic has been reaching beyond what people have come to expect from the publisher, producing books that are not manga oriented or also their Warrior Nun character. **Cell** is the latest books, and it's not only different from ual fare, but also from what you might be used omic book in general. Set in a future where vio- al is ozone, and wandering psychos are com- mon , we meet up with Annie, leaving her signifi- cant other asking to the streets. It's not long before she meets up with Crown, who asks whether she can hear the earth, turned a street gang, and a naked unconscious man. The thing that sets this book apart, however, is not just the colorful characters, but the depth of the setting that Derek Kirk has created. This world is both rich in texture, and its main character is immedi- ately likeable. It could be Antarctic's biggest hit since it

Strangers in Paradise

—Christopher Woodward

BODY BAGS # 1

DARK HORSE COMICS/BLANC NOIR

WARNING: THIS BOOK IS EXTREME!! That's a capital X for eXtremely violent, eXtremely graphic, and eXtremely cool!! In **Body Bags**, writer/artist Jason Pearson introduces us to Clownface. He's a bounty hunter (or body bagger), and he's after the man who killed his best friend's fiancee and blew up his office. Next, there's the ever-so-temperamental Panda, his fourteen year-old daughter, who hasn't seen her dad in 14 years—but still wants to be just like him. When they get together... well, make sure you insurance is paid up! For those looking for family values, look elsewhere. But if you want to read a different kind of comic... pick this one up now! **Body Bags** doesn't pull punches, but with great story and beautiful art, why should it?!!

—Scott Braden

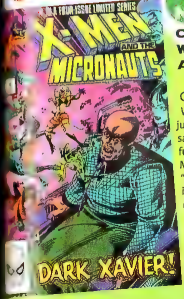
FAN FORECAST

ALL THINGS MARS ATTACKS

TOPPS COMICS

1994 was a good year! In it we saw the release of the first **Mars Attacks** comic book mini-series based off the original ultra-gory and hip trading card set. 1995 was even better because the ongoing series began late in the summer. Now, as we head towards the end of 1996, things are looking as big as they can get! Tim Burton is making a movie (just in case you didn't know) and it promises to be as much fun as the original cards and the comics. What we're getting at here is that, in the past, there has been a precedent set for comics/cards turned into big-budget/high profile films to experience mass-market popularity. We're laying all our cards out on the table here and calling for all things **Mars Attacks** to be freakin' HUGE!!! Run out, stock up, and enjoy these comic book blue prints for what promises to be a fun ride of a film! ■

FAN FLASHBACK



THE X-MEN AND THE MICRONAUTS #1-4
MARVEL COMICS

COVER DATE: JANUARY, 1984–APRIL, 1984
WRITERS: CHRIS CLAREMONT & BILL MANTLO
ARTIST: JACKSON GUICE

CURRENT GUIDE PRICE: $1.50 EACH

Whether it was the coming of Onslaught, toy mania around the **FAN** offices, or both, we just can't seem to get enough of either The Micronauts or "Dark Xavier" stories. With that said, this monumental meeting of the X-Men and the Micronauts has it all. When a powerful new villain shows up in the Microverse with the power to kick Baron Karza's butt, the Micronauts venture to our world to find its source. Meeting up with everybody's favorite "Children of the Atom," both mutant and micro alike take on the enigmatic "Entity," who is later revealed to be none other than the dark side of Xavier manifesting itself in the Microverse. The horror…!

With mutant mayhem to spare, this li'l epic has everything from Karza and a younger, more innocent Kitty Pryde switching bodies, to a possessed Xavier using the powerful Cerebro to destroy the Microverse. So ask yourself, will Karza unite with the Micronauts to save Homeworld? Will Wolverine use his super-sharp admantium claws to teach Xavier a lesson he'll never forget? Will the good guys save the day? Seek this one out, young fanboy, and find out for yourself! ■

Happy Halloween from everybody here at FAN! The following special comic-stream list is made up of excerpts from Edgar Allan Poe's The Raven and a whole bunch of scary comics having something to do with Halloween. Enjoy!
(In no particular order.)

1

BATMAN: LEGENDS OF THE DARK KNIGHT HALLOWEEN SPECIAL #1
DC COMICS
Once upon a midnight dreary, while I
pondered, weak and weary,
Over many a quaint and curious
volume of forgotten lore-

2

TREEHOUSE OF TERROR
BONGO ENTERTAINMENT
While I nodded, nearly napping,
suddenly there came a tapping,
As of some one gently rapping,
rapping at my chamber door.

three

THE NOCTURNALS #1
MALIBU COMICS
"'Tis some visitor," I muttered,
"tapping at my chamber door-
Only this and nothing more."

4

GHOST #7
DARK HORSE COMICS
Open here I flung the shutter, when,
With many a flirt and flutter,
In there stepped a stately Raven
of the saintly days of yore;

WILDSTORM CHAMBER OF HORRORS #1
IMAGE COMICS/WILDSTORM PRODUCTIONS
Not the least obeisance made he;
not a minute stopped or stayed he;
But, with mien of lord or lady,
perched above my chamber door-

5

six

MR. MONSTER'S HIGH OCTANE HORROR #1
ECLIPSE COMICS
Perched upon a bust of Pallas just above
my chamber door-
Perched, and sat, and nothing more...

seven

ELVIRA'S HOUSE OF MYSTERY #1
DC COMICS
"Prophet!" said I, "thing of
evil!-prophet still,
if bird or devil!-
Whether Tempter sent,
or whether tempest tossed thee
here ashore,"

eight

SUPER FRIENDS #28
DC COMICS
"Desolate yet all undaunted,
On this desert land enchanted-
On this home by Horror haunted-
tell me truly, I implore-"

9

HOUSE OF MYSTERY #264
DC COMICS
"Is there-is there balm in Gilead?-
tell me-tell me, I implore!"
Quoth the Raven, "Nevermore."

ten

BATMAN: MADNESS
DC COMICS
"So that word our sign of parting,
bird or fiend!"
I shrieked, upstarting-
"Get thee back into the tempest
and the Night's Plutonian shore!"

BOOF AND THE BRUISE CREW #1
IMAGE COMICS
"Leave no black plume as a token
of that lie thy soul hat..
spoken!
Leave my loneliness unbroken! quit
the bust above my door!"

11

12

THE MASK #8
DARK HORSE COMICS
"Take thy beak from out my heart, and take thy
form from off my door!"
Quoth the Raven, "Nevermore."

ELVIRA, MISTRESS OF THE DARK #6
CLAYPOOL COMICS
and the Raven, never flitting, still is sit-
ting, *still* is sitting
On the pallid bust of Pallas
just above my chamber door;

13

14

TROLL: HALLOWEEN SPECIAL #1
IMAGE COMICS
And his eyes have all the seeming
of a demon's that is dreaming
And the lamp-light o'er him streaming
throws his shadow on the floor;

15

BATMAN: GHOSTS
DC COMICS
And my soul from out that shadow
that lies floating on the floor
Shall be lifted-nevermore!

market

SHAWN SPURLOCK
GRAHAM CRACKERS COMICS
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NAPERVILLE, IL 60540
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FAX 708.778.0520

what's what

Hey kids! Has your life become nothing more than an endless series of bor ing, seemingly pointless episodes? Has your personal continuity become something of an embarrassment over the years? Looking to recapture the lost attentions of those around you? Relax! There's an easy solution! Just get reborn!

It's easy and fun to do! Start by pretending that you don't quite recognize your family and friends. Dress differently, heavily promote yourself with posters and house/trade ads, and soon people who had forgotten that you exist will flock to you! It's as easy as #1, #1 alternate, 2, 3!

(If admiring throng grows bored, stops flocking—reinvent as needed.)

MARVEL ENTERTAINMENT

The first installments of the Heroes Reborn titles have issued forth from the Womb of Ideas an are selling extremely well (both regular covers and alternates at $5), even though people seemed more enthusiasti about the whole thing a month ago. **Fantastic Four** was the best seller of the group with **Iron Man** a close second. People seemed to like the fact that **Iron Man** #1 presented a radically different origin story, while **FF** #1 was essentially the same old song and dance—go up, get hit by cosmic numchucks, come down, be really surprised by newfound freakishness. People also thought that the coloring on the other two Reborn titles was okay. Actually, **Captain** "I'm not bad, I'm just drawn that way" **America** seems t be filling a long neglected niche since Mr. Liefeld took over. You see, sometimes people unfamiliar with current comics walk through the door, glance through a few books, and inevitably say something to the effect of, "If they're still called comic books, where's the funny?" I used to be unable to answer their queries, but no more! Thankfully, that humor gap has been effectively filled by the Heroes Stillborn version of Cap, drawn in Mr. Liefeld's dynamic, "flat as an Egyptian hieroglyphic/disproportionate as a bobbing head doll designed by Salvado Dali" art style.

Oh, the joy that this book inspired! As cus- tomers actually paid us for copies of **Cap** #1, we laughed. After they brough the book home and actually opened it up, they laughed. A rockin' good time was had by all. Thanks, Rob!

Of the four other alternate-cover-sportin titles offered by Marvel this month, **Hulk** #447, **X.S.E.** #1, **Spectacular Spider-Man** #240, and **Elektra** #1, only **Elektra** sold as quickly as we anticipated. Quite a few peop thought that a better alternate **Elektra** #1 might be an entirely different book in which both Elektra and Bullseye remain dead and Fra Miller gets to slap around anyone who tries to se different. Now that's an alternate that would reall be worth the $3 that we're currently getting fo the rest.

reports

DC COMICS

Final Night, the mini-series that should have logically been followed by a never-ending day, started out slowly but was really picking well by the time issue 4 arrived. It was a story that had something for everyone, even the guys who are still mad about the whole Hal Jordan thing. **Parallax: Emerald Night** was both an interesting send-off and a good seller. Actually, the new **Green Lantern** is beginning to catch on with open-minded fans who were getting really tired of seeing bad guys scooped up into big green steam shovels. If this small wave of Lantern-related fervor continues, **GL** #81 should be more sought after than a Harley Davidson prize mirror at a cheap carnival.

Another positive outcome of **Final Night** was the chance we got from all of the customers that we talked into reading the **Legion** books. If we have to come up to your room again and show you how good they are, young man...

Vertigo titles seemed to sell better this month. The standouts include: **Essential Vertigo: Swamp Thing** #1 a great reprint book that should help better than the all-new-material Swampy, a recently revitalized **Books of Magic**, and **Preacher**, the title that continues to outsell all other Vertigo titles, but apparently not even Garth Ennis is able to sell comics with the Helix logo (i.e. kiss of death) on them. Perhaps when DC was forced to rename the line, they should have considered these: Mom Needs an Operation so Have a Heart, Chock Full o' Midriffs Press, Buying This is Better than Licking Fly Swatters or Used Q-tips Comix. It really might've helped.

People are getting very excited about the **Superman** wedding issue, particularly the polybagged version that comes with a Kryptonian pre-nuptial agreement facsimile and a mock photo of drunken relatives, Lois's of course, dancing to bad '80s music.

IMAGE ET AL

In the increasingly bleak quagmire of seemingly endless new titles from Image, **DV8** #1 was greeted with an enthusiasm that fell somewhere between nonchalant indifference and the feeling one experiences when actually getting to see a little Dutch boy pull his finger out of a dike. In other words, it sold okay, but we weren't exactly flooded with requests for it.

Curse of the Spawn #1 was released with surprisingly little fanfare According to a McFarlane press release, some non-detail oriented retailers were under the impression that this title was a mini-series. Improbable as it may seem, this title may have been underordered. The fact that it's cooler and more fun than the original series may also come into play down the road.

The pleasant image surprise of the month: **Deathblow and Wolverine** #1. It was to Geof Darrow fans what methadone is to drug addicts—a nice substitute until your next fix. The ungleasant surprise—**Shattered Image** #1, or, What if **Crisis on Infinite Earths** was poorly executed in a universe without years of continuity.

Astro City and **Leave It to Chance** are two of the best comics on the racks today, and they're both selling appropriately. If you haven't read these yet, you'd better wake up and smell the polyolefin before they're gone.

BROADWAY/SMILESS CRUSADE COMICS

People to whom I could sell a random drawbridge wouldn't purchase comics from these publishers (with the single exception of **Fatale**). I'll throw in a bag, a board, the keys to the store, and a $100 shopping spree. It's time for those three little words that no publisher wants longing to hear: "Subscription Club Only."

ASSESSMENTS, ANIMUS SENSING, ON THE FEEBLE RANTINGS OF A LUNATIC—YOU MAKE THE CALL!

If you're looking to expand your collecting horizons, you might want to try collecting promotional materials (posters, mobiles, counter dumps, etc.). That sentence probably infuriated a few "stores get 'em for free, so I'm not payin' a dime" people. Get over it. Besides, if you ask nicely, you might find that quite a few stores will just give you stuff. Oddly enough, not that many people are actually trying to collect such items.

Okay, it's a long shot, but in the words of the ever-optimistic, you never know if you might be getting in on the ground floor of something. It's not like promotional premiums don't have a history of collectibility. Sometimes those posters on the wall of your favorite shop may have an even smaller print run than the books that they advertise, ya think?

Here's an experiment that you can perform on your next even home. Grab the phone book and call comic shops until you find a copy of **Preacher** #1. Now, using the same phone book, call it until you find someone with a **Preacher** promotional poster. After all, that would be a nifty item for any **Preacher** fan to possess. Would it be good luck, because once people realize that they want something, they frequently find themselves in the position of not being able to afford it? I think I'll go admire my **Mage** mobile now.

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MARVEL ENTERTAINMENT

Heroes Reborn sold out for every issue of the four titles. Some customers purchased the titles out of a morbid curiosity ("I wonder how bad it IS?"), whilst others had the more refreshing approach of "I think I'll give it a shot," which led to people who liked or disliked it. So far **Fantastic Four** has been the most favorably received. Interest for the comebook of Iron Man and Electric *groan* but (as expected) the X-Titles are also commercially

selling (the Wolvie covers of #106-107 kick ass).

DC COMICS

Gee, we wonder who's going to die in **Final Night**? **Final Night** has been selling well but some customers have reported that they felt it lacked the dramatic impact they would have expected. Perhaps we're still basking in the aftermath of **Kingdom Come**? Still, **Parallax** was a strong seller for those picking up the crossover. **Dhampire: Stillborn** and **Blood: A Tale**, both vampire tales, have been well received, probably because of the moody art and story. The strongest seller for DC has been **Batman**, possibly due to the upcoming 10th anniversary releases. For Vertigo, **Preacher** still tends to be the bigger seller, especially with the conclusion of the **Saint of Killers** mini-series (bring on the next one!). The Helix titles haven't sold as well as anticipated, but **Black Lamb** was the most popular.

IMAGE COMICS

Shattered Image sold very well, which is interesting, as customers have been shying away from crossovers in general regardless of the company. **Cyberforce** has been picking up. **Bone** Playing Cards sold well as people hunger for their fix of Bone. **DV8** was probably the biggest seller this month but we keep wondering when will the Image Multiple Cover Syndrome end? **Spawn** is the staple seller from the Image house of talents.

OTHER MENTIONS

Dawn is worth waiting for—this is the general consensus among **Dawn** readers. **Shi Versus Tomoe** was received well by customers whereas **Manga Shi** was not. **Shi: Kaidan** is generating a lot more excitement (I think it's the Jae Lee rendition of Shi that gets them every time). A big seller has been the **Overstreet's FAN Spawn Editions.**

Customers have been scrambling to pick up the "Viking" story as well as the variant covers. In fact, a few of customers have said they enjoy the energy of this story over the last few issues of regular **Spawn**

Looks like the 10th Anniversary of the Dark

Knight is going to be spectacular. **Body Bags** and **Star Trek** are titles customers have been asking about.

Well, that's it from Down Under this month as we prepare confetti for what some are calling the Wedding of the Century.

JOHN SWALLOW
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CRUSADE ENTERTAINMENT

If nothing else, you have to give them credit for trying. Bill Tucci is one of the more personable guys in publishing today. Sales on **Sh** books have come up about 20% since I talked to Bill in June of th year, so there is a positive upswing in **Shi** books. I personally wish him all the luck in the world, and I know he's going to turn his book around shortly. I think the **Shi/Witchblade** and the upcoming **Shi/Daredevil** is a step in the right direction. Can **Shi/Elektra** be too far behind? Hey Bill, how about a **Shi/Howard the Duck** o my personal favorite, **Shi/Rom**.

MARVEL ENTERTAINMENT

All of our lower-priced Marvels sell like hot cakes. **Untold Tales o Spider-Man** is a fantastic book and it's only 99 cents. What, no enhancement, no $3.95 price, no fancy paper, no nothing? Just good story and good art. Wait a minute, this sounds like a real comic book!

Heroes Reborn: We set new sales records on these books! I perso ally liked the Jim Lee **Fantastic Four** over **Captain America**. It w one of the most detailed origins of the Fantastic Four that I have ever read. A lot of old customers are a lot of new ones came in t see what all the excitement was about. Hey, this is what comics a all about.

DC COMICS

Here we go again! I don't know if I particularly like them killing Hal Jordan (Green Lantern) but it sure sold books. I think that DC should kill off at least one of their characters at least once a year whether they need killing off or not. This is a good way to keep fans on their toes. The following is a list of the consistently hot-s ing DCs that people are buying in no particular order: **Preacher Robin**, **Catwoman**, Batman Team-ups with anyone, **Impulse**, **Wonder Woman**, the 99¢ **New Gods** and all the Helix titles whi you really should give a try; there's some fantastic stuff in those pages.

CHAOS! COMICS

Boy, do these books sell! Great job guys—you hit a niche marke that we retailers had been tying to reach for decades. I got ano 30 copies of **Purgatori** today, and I suspect that I'll be out again tomorrow. The only book that we haven't sold out of is the **Cha Bible**, which was not a good seller. Check out the new **Lady De** Leather Edition (only $19.95) in the new **Previews**. Finally, a Leather Edition that is reasonable!

ARCHIE

Here's a company whose sales are picking up in our stores. **Arc** have never been big sellers, but lately they have picked up big time. I'm hoping that sales pick up on these because these are comics that people were raised on when I was growing up. Fac Do you know what the largest selling comic book was in the '4 You guessed it, **Archie**.

GLADSTONE

Hooray for Disney for having faith in this great company which been providing me my monthly ink for quite a few years now. Disneys have quite an elite following and lately we have been getting new, younger readers into them. My manager and I are act as mentors to these fresh new minds who have just discovered Disney.

TOP COW PRODUCTIONS

They are setting new sales records every month in our stores. **Witchblade** is quickly becoming one of our best with **Cyberfo** close behind. **Witchblade** #1 would easily fetch $18.00 if I had to sell with #2 close behind. **The Darkness** looks to be a winne

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This book is going to be hot and don't forget it!

ACCLAIM COMICS

Preliminary sales figures coming in on the new re-launch are pretty impressive. The numbers are in the high teens, which is a place that Valiant titles have not been able to reach for a long time. I believe this is the last chance Acclaim has to try and pull these characters out of their slump. Fans are scared of those books, and frankly I don't know why. Unless maybe some of these fans are investors. No, it couldn't be, they're all gone by now? Aren't they?

DARK HORSE COMICS

Hellboy is quickly becoming one of the best selling books that they put out. **Ghost** sales are plummeting like Marvel stock. Dark Horse is still hanging in there. Lots of negative response from customers on the new **Dream Corridor**.

MANGA

Now here's a line that is picking up like crazy. Not all Manga sell, but we carry quite a selection. The following deserve a lookee: **Ranma** 1/2, the best selling Manga book by far, **Ninja High School**, **Dirty Pair**, **Sanctuary**, **Battle Angel Alita**, **Tenchi Muyo** and a host of others. If you haven't tried any Manga yet, you don't know what your missing.

Well, I may have been a little long-winded this time around. I hope the gentleman's question was answered to his satisfaction in **FAN** #16. If not drop me a line, maybe I can shed a few words on it. Later from the sticks. Hey Scott!

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This was a big month for Lee's Comics. Between a Jim Lee (more on that later) signing and moving a **Marvel Comics** #1, I have had a good feeling recently about the world of comics. In the meantime…

ACCLAIM COMICS

The Grackle was a disappointment in the sales dept. I ordered 25 copies and sold 5. Ouch! Paul Gulacy's art was excellent, though. This book is for the hard-boiled fan.

AEON

I try to find a different small press comic to report on each month and **Buddha on The Road** by Colin Upton is this month's choice. I was sent an advance ashcan and liked it enough to order 15 copies. Initially, sales were slow, but after the third week I had sold all of those 15 copies. The story is about a man returning home after being in the army and is hired by one of his friend's father to fulfill a contract on God. Consistent art and an interesting story. I recommend it.

CRUSADE ENTERTAINMENT

Shi/Tomoe #1 sold exceptionally well. Mr. Tucci kindly sent us five advance copies. It looked so good that I promptly advance ordered 10 more copies for a total order of 80. All sold out in the first 10 days, proving the public still likes chromium covers as long as the price is kept to a minimum.

The second comic I want to talk about was the much anticipated **Manga Shi Shisoji** #1. Manga has been steadily getting very popular and this comic proved that the right character in manga style can break that 50-copy barrier that many of us have with Japanese comics. I ordered 65 copies and sold 55 after a month.

DARK HORSE COMICS

I really liked the **Black Pearl #1** by Mark Hamill and co. The comic had an interesting origin story—the reluctant hero type of plotline. I ordered 25 copies. Unfortunately, sales were at about 6 copies. This is one of those sleeper titles worth checking out!

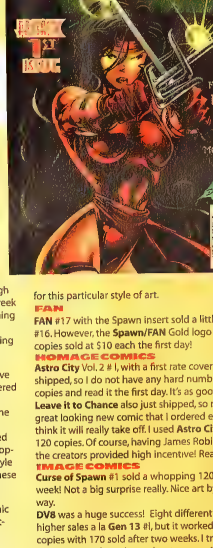
The **Big Guy and Rusty the Robot** trade paperback just shipped. This book was published in the same oversized format as the comic and had some previously unseen artwork in back of the book. I ordered 22 copies and sold 12 in the first week! If you did not get the issues the first time out, I really recommend this book!

DC COMICS

Every week I pull a variety of comics to read for review and for fun. For the past year I have found that weekly stack dominated by DC comics. Here are a few reasons why…

Birds of Prey has continued to be one of the newest, hottest sellers! Issues #2 &3 both have sold 50 copies. The bad girl craze continues, but this title has more credence to it; the characters are a lot less gratuitous. I personally like Oracle the best.

Final Night #1 thru 4 came out this last month every week and on time. Out of an order of 140 copies, issue #1 sold 100 the first week and were nearly gone by the third. Issue #2 sold 80 of 120 the first week and 100 by the second. Issue #3 sold nearly the same as #2 and #4 sold 90 out 130. What helped sales was that DC delivered when they said, and also that you did not need to read the numerous crossovers to keep up with the whole story. The exception was **Parallax** #1, which sold out 100 copies. This storyline would have sold even bigger if it had been a little more exciting.



Superman Adventures #1 sold decently at 75 copies out of 50 the first week. I ordered a little extra since I now have zero copies. **Batman Adventures** #1, which set the standard for this particular style of art.

FAN

FAN #17 with the Spawn insert sold a little more slowly than Issue #16. However, the **Spawn/FAN** Gold logo specials are HOT! 5 copies sold at $10 each the first day!

HOMAGE COMICS

Astro City Vol. 2 # I, with a first rate cover by Alex Ross, just shipped, so I do not have any hard numbers yet. I ordered 120 copies and read it the first day. It's as good as vol. #1.

Leave it to Chance also just shipped, so no real sales info yet. It's great looking new comic that I ordered extra copies of because I think it will really take off. I used **Astro City** as a guide and ordered 120 copies. Of course, having James Robinson and Paul Smith as the creators provided high incentive! Really, really recommended.

IMAGE COMICS

Curse of Spawn #1 sold a whopping 120 copies out of 165 the first week! Not a big surprise really. Nice art by Dwayne Turner by the way.

DV8 was a huge success! Eight different covers kinda encouraged higher sales a la **Gen 13** #I, but it worked. Total orders were 210 copies with 170 sold after two weeks. I tried selling all eight different copies packaged together to no avail; customers preferred to pick and choose.

MARVEL COMICS

All of the Heroes Reborn titles shipped with variant covers that Marvel used as incentive to increase orders. For the most part, it

wicked. I was very happy Marvel decided to ship **Fantastic Four** #1 by Jim Lee and Brandon Choi first. It sold very well (Okay, having a signing with both of the above two creators does help. See Lee's personal report below). The total order came to 900 copies with 500 sold in the first month. This is the first comic from Marvel since **X-Men** # 1 (by Jim Lee, what a coincidence) that we ordered to the tune for many months yet to come.

Captain America #1 by Rob Liefeld and Jeph Loeb sold marginally well. All of the variants sold out, but only 60 copies out of 250 of the standard cover sold in the first week. Pretty weak.

Iron Man #1 by Scott Lobdell, Jim Lee, and Whilce Portacio looked very good. Out of all the Heroes Reborn titles, I liked this one the most. The main character (Tony Stark) is so completely different from the old history of Marvel. The art had a bit of a surreal look to it. If you decide to read only one of these new titles, this is your best bet.

The last big title to ship under the Heroes Reborn banner is **Avengers #** 1. Now, as this title has just shipped, I have no real sales to report, but the enthusiasm on both the regular cover and the variant was the least of them all. This title will drop to its old numbers within 10 issues.

Incredible Hulk: Hercules Unleashed #1 by Peter David and Mike Deodato Jr. is the best one-shot since **Silver Surfer: Dangerous Artifacts.** Mr. David really came through on the story, and Deodato's art looked an extra notch above his regular work. I haven't had as much fun reading any **Hercules** story since Bob Layton's two mini-series. I ordered 120 copies and sold out in the first week. Marvel miraculously produced 20 copies in re-order, and those copies are almost gone. Well worth your $2.50.

Uncanny X-Men #33 was a sell-out due to Archangel growing his wings back. Mark my words when I say that this will become a collectible. I sold out of 190 copies in three weeks. **X-Men** #57 sold almost as fast since Professor Xavier leaves the X-Men—finally. If we're lucky, they might kill off Xavier following up on the success of the death of Aunt May.

GOLDEN & SILVER AGE

Finally, this part of the report is back. I have some pretty neat sales to write about:

Madman in Good for $53, #11 in Fair for $27 and #18 in Good for $36. **Frontline Combat** #15 in Good for $12. **Justice League of America** #9 in Good for $49. **Aquaman** #1 in Good for $69. **Batman** #175 in Good for $60. **Atom** #2 in VG $80. **Spectre** #1 in Good for $13 and #3 in VG for $19. **Amazing Spider-Man** #14 in Good for $130, #31 in VG for $33, #34 in VG for $5 and #52 in Fine for $20. **X-Men** #1 in Good for $20, #13 in VG for $40, #19 in Fine for $39, #25 in Good for $15, #29 in Fine for $33, #32 in Fine for $19 and #39 in Fine for $24.

Lastly, I have some new stuff I want to report:

Animal Mystic #1 in NM for $20 and #2 in NM for $25.

Wolverine #1(Mini) in NM for $16. **Wolverine** #1(Original) in VF for $14, #10 in NM for $20.

X Files #2 in NM for $12. **X-Men** #26 in VF for $12 and #33 in VF for $11.

LETTER PART OF THE REPORT

In this I hope you have been enjoying links to reports for many months. Mark has been working at Marvel Comics for over 10 years and has a fantastic working knowledge of comics. This month, so much has been happening that we decided that I would contribute some comments.

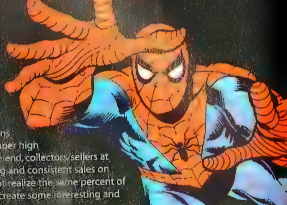
The first item of interest was that I acquired, and quickly disposed of, a copy of **Marvel Comics #1**. It was an excellent looking copy (an apparent VF), but had been restored. I figured that it was valued at the VG level. I made an offer, and I was somewhat surprised that I prevailed, as I have never dealt with a book of this value. I have never had an **Action #1**, **Superman #1**, **Detective #27**, or a **Marvel #1**. People rarely bring in books, like this for me to look at. Now, I'm asking me: what is the most valuable book I ever owned. I can tell him, "**Marvel Comics #1.**"

Our second big happening was our Jim Lee appearance. He and Brandon Choi were at our Palo Alto store on Sept. 21. There were 150 people in line by the time they arrived. Jim handled the crowd like a real pro. He did a number of drawings on the spot, which he gave away to people in line who had a random item that he named like a plastic paperclip, a plastic bug, or a love letter. Over 500 people came to see Jim and Brandon meaning it by far our most successful signing. Jim was a pleasure to fellow and doubtlessly added more folks to his legion of fans.

High End Market Report

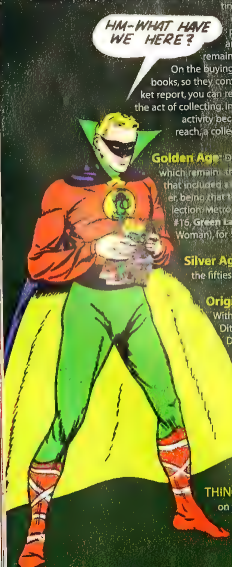
by Joe Mannarino

After a few educational articles, it seems time for a good, old fash-ioned market update.



Overview: The question is how can a market be strong and at the same time be at a veritable stalemate? The answer is that prices for mainline books have risen to such heights in guide that collectors are reluctant to sell unless they get an exorbitant price. Dealers are reluctant to handle books at the resulting narrow margins unless they have the books pre-sold. Auction houses are afraid of super high reserves. Picture a continuous tug of war with dealers/buyers at one end, collectors/sellers at the other, and price in the middle. As a result we're still seeing strong and consistent sales on key and high grade books. But sellers are frustrated that they cannot realize the same percent of retail for middle of the road and low end material. These dynamics create some interesting and creative methods of doing business.

Dealers and buyers are establishing long-term pay outs with financing options and numerous contingencies. If you are having a hard time selling or buying, don't be afraid to offer terms. Be aware: the competition for prime material remains intense and wild offers are made that are sometimes not being met. A word to the wise remains this good advice: if the offer seems too good to be true, it is.



On the buying end, collectors are cautious of the price levels of some of the more popular books, so they continue to seek out undervalued opportunities. If this is beginning to sound like a stock m ket report, you can rest easy. Keep in mind that the majority of collectors are just that: collectors, and they er the act of collecting. In my many years in the field, I do not recall meeting a single collector that had stopped activity because they had completed their collection. The more I learn when one area is built or ou reach, a collector will move on to something else.

Golden Age: Demand still centers around DC titles. Batman is still king with the exception of **Action #** which remains the best of the best. Overstreet Galleries bought a significant collection of Golden Age bo that included a Detective #27 and **Action #1** along with other key books. They came from a collector/d or being that they were gathered from many sources over the years as opposed to an original owner lection. Metropolis reports sales of a **Marvel #1**, two **Superman #1**'s, **Flash #1**, a low grade **All-Americ #16**, **Green Lantern #1**, and the purchase of the **Mile High All Star #8** (the first appearance of Wonde Woman), for $80,000+ - that's three and a half times guide. This is a record price for that book.

Silver Age: High grade, pre-1965 remains the key for Marvel titles, while you really have to go i the fifties for heavy demand in DC's.

Original art: Tony Christopher, Marvel collector extraordinaire, continues his frenzied buyi Within the last three months, Tony has purchased the following original art: the complete, t Ditko Dr. Strange story, a page from **Fantastic Four #3** and **#1**, the tenth iron Man story v Ditko art featuring Iron Man's new armor, two Kirby Monster stories, and, in a colossal tra the splash page from **Amazing Spider-Man #12**.

A few deals also went down, while at the San Diego Comic Con. A **Mickey Mouse** dai from "the Mail Pilot" sequence changed hands for $10,000; the original art for "Mick Fire Brigade" from **Good Housekeeping** Magazine and dating from the early thirti was at the center of a $100,000 cash/trade deal. Three Frazetta pencil sketches sol $7,000, $3,000 and $2,500 respectively. An Al Williamson SF story changed hands in the span of four days at the con, for $8,500 the second time! As usual, the San D Comic Con or Comic Con International San Diego, as it is now known, was a huge ces. There were more purchases than we could hope to record. It undoubtedly remains the premiere event in the field.

THINGS TO LOOK FORWARD TO: The next time we meet on these pages I will be repo on the fifth annual Christie's Comic Collectibles Sale, which will take place on November 1

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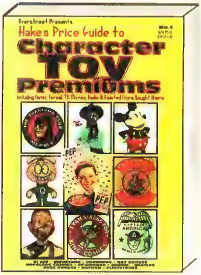

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STE 231 19785 W 12 MILE ROAD
SOUTHFIELD, MI 48076
810.350.2633
810.354.3181

MR. C'S COMICS & COLLECTIBLES
CHRIS CONKLIN
2198 OGDEN #105
AURORA, IL 60504
708.896.1173

NEW DIMENSION COMICS
TODD HICKEMI
20550 ROUTE 19 PIAZZA CITY
CRANBURY
EVANS CITY, PA 16066-7520
412.776.0433

NEW MYTHOLOGY
PAUL CASTROVILLO
1725 BROADWAY
BOISE, ID 83706
208.344.6744

HOSTALGIA COLLECTIBLES
DARBELL GRIMES
527 WILLAMETTE ST
EUGENE, OR 97401
503.484.9202

NOW AND THEN COLLECTIBLES
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5900 BROADWAY SUITE 305
SAN ANTONIO, TX 78209
210.805.9690

NOW AND THEN COMICS
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1835 LIBERTY ROAD #216

OUTER LIMITS
MIKE KISSANE
1690 RAYMOND DIEHL B6
TALLAHASSEE, FL 32308
904.386.6305

PRARIE DOG COMICS
MARC BROWN
7130 WEST MAPLE STREET STE 240
WICHITA, KS 67209
316.942.3456
316.946.0151

QUANTUM COMICS/MARKETING
KEVIN J. CLEARY
2490 PLACK ROCK TPK #290
FAIRFIELD, CT 06430
203.366.6119
203.368.3122

QUASAR COMICS & COLLECTIBLES
BRUCE EDWARDS
P.O. BOX 2227
LOUISVILLE, KY 40201-2227
502.451.4852

REDBEARD'S BOOK DEN
RON PUSSELL
P.O. BOX 217
CRYSTAL BAY, NV 89402-0217
702.831.4848

RICK'S DUGOUT
RICK WILSON
117 W WHITE DR
ARCHDALE, NC 27263
919.431.6825

RON MCCLURE
6828 SHALLOWFORD RD.
CHATTANOOGA, TN 37421
615.490.0501
615.954.1798

SAN DIEGO COMICS & COLLECTIBLES
GREG PHARIS
6937 EL CAJON
SAN DIEGO, CA 92115
619.698.1177

STAR STORE
CURT COLLINS
4206 N. STATE ST.
JACKSON, MS 39206
601.362.8001

SUPERHEROES
PETER BECK
P.O. BOX 805
WESTWOOD, NJ 07675
201.666.0373
74343,565@COMPUSERVE.COM

THE BOOK TRADER
BILL AND SHIRLEY FEIST
DAKOTA SQUARE MALL
MINOT, ND 58701
701.838.1694

THE COMIC BOOK STORE
MICHAEL TIERNEY
9307 TREASURE HILL
LITTLE ROCK, AR 72207
501.227.9777

THE COMIC WAREHOUSE
JIM BRAZELL
9617 MENAUL BLVD. NE
ALBUQUERQUE, NM 87112-2216
505.293.3065
505.237.1000

THE FUNNY PAPERS
KELLI STANLEY
5957 GEARY AVE.
SAN FRANCISCO, CA 94121
415.752.1914

THE GREAT ESCAPE
SHAWN HAMILTON/MARK STEINER
2433 BRANSTORM RD.
LOUISVILLE, KY 40205
502.456.2216

TONY STARKS
4100 FORREST GREEN DR.
NEWBURGH, IN 47630-2298
812.858.5516

TROPIC COMICS
JOHN CHRUSCINSKI
BRUCE ELLSWORTH
313 S. STATE RD. #7
PLANTATION, FL 33317
305.587.8878

VINCENT'S COLLECTIBLES
VINCENT ZURZOLO, JR.
424 BEACH 134TH STREET

Hello, welcome to the FAN Price Guide! We work night and day to insure that the prices listed in the following pages are the most accurate and honest relection of the comic book market. Enter freely, and of your own will.

ABOUT PRICING

The prices shown in the price guide section represent an honest and responsible evaluation of current market values. The prices represent an average of dealer retail prices compiled from data supplied by the network of FAN advisors. Prices often vary widely from region to region because supply and demand factors often vary. Therefore, each buyer and seller should determine prices based on both prices listed here and regionally specific supply and demand factors. The prices, particularly on more expensive books, are a "moving average" of the market prices realized over the past month. Prices are continuously being recorded and averaged prior to the release of each issue. It is important for collectors to understand that since the Overstreet price is an average, it will never be the same as the highest or lowest most recent sale price. Collectors attempting to sell some or all of their acquisitions at a wholesale price to dealers should remember that dealers buy comics in order to resell them to other collectors. Dealers most always pay a higher percentage for issues which can be sold quickly and a much lower percentage for items in low demand. Dealers buy at a percentage that allows for their overhead, plus a fair margin of profit.

Pricing New Comics: This guide lists actual prices of most current comic books. The latest issues are usually listed at cover price, except in certain cases where perfect conditions warrant

PRICING LOWER GRADES

Prices listed in this Guide are for comic books in Near Mint (NM) condition. The value of a comic in a lower grade is a specific percentage of the Near Mint value. To find the correct price spread for a specific book, consult the annual *Overstreet Comic Book Price Guide*. Please note, however, that price spreads can, based on many factors, including demand, rarity in grade, and overall rarity.

PRICING INDICATORS

Bold Type in red means the book is in high demand as well as experiencing an increase in price. A title listed in Blue means that the book is experiencing a decrease in demand as well as in price

GRADING COMICS

Grading comic books is essentially describing its condition, which may range from absolutely perfect "new-stand" condition (MINT) to extremely worn, dirty, and torn (POOR). For a more detailed instruction on the art of grading comic books, consult *The Overstreet Comic Book Grading Guide* available in most book stores, comic specialty shops, or direct from Gemstone Publishing

POLYBAGGED COMICS

The unauthorized piracy of FAN to grade comics regardless of whether they are still sealed in their polybag or not. The polybag and it's entire contents may be preserved so that all components of the original product remain together.

RESTORED COMICS

Since the hobby began it has always been tempting for the dealer or collector to perform repairs on comic books. In the past, tape was used to seal tears, rips, cover seams, and centerfolds and spine reinforcement. It is now known that such actions are very damaging to paper. Today, most repairs are done with neutral pH tapes, special invisible papers, and webbing reinforcement.

For years now, comic books have had minor to major restoration work performed. It is very important for the novice collector to understand that most repaired/restored books are not worth the same as books in the same grade in the *original* condition. The more expensive the book, the more likely it has been restored. After restoration, these books are not actually in higher grades, but are altered lower grade books that are described by their **Apparent Grade**. Some books do need to be repaired and/or restored to improve to preserve them. Note: The lower the grade, the less objectionable repairs/restoration become. In fact, low grade books sell better when they have been cleaned to achieve a better visual appeal. Whenever possible books should be examined very closely for repairs and restoration before purchase. Some of the major things to look for are: bleached/whitened pages and covers, trimmed pages and covers, spine and tear reinforcement, glue replaced staples, replaced sections of the cover, wrinkles pressed from covers, recolored (color touch) and reglossed covers.

Dealers should disclose any known restoration at the time of sale. Any restoration is considered a defect because it is an alteration of the original condition of the book

GRADING DEFINITIONS

The hardest part of evaluating a comic is being objective, and knowing what characteristics to look for Very Important: A book must be graded in its entirety, considering all defects. Do not grade the cover alone. A book in any of the grades listed must be in **Original Unrestored Condition**. Restored books must be described as such.

THE EIGHT NOMENCLATURE GRADES

MINT (MT)

Near perfect in every way. Only the most subtle bindery or printing defects are allowed. Cover is flat with no surface wear. Cover inks are bright with high reflectivity and minimal fading. Corners are cut square and sharp. Staples are generally centered and clean with no rust. Cover is generally centered and firmly secured to interior pages. Paper is supple and fresh. Spine is tight and flat

NEAR MINT (NM)

Nearly perfect. Cover is flat with no surface wear. Cover inks are bright with high reflectivity and minimum of fading. Corners are cut square and sharp with ever so slight blunting permitted. Staples are generally centered, clean with no rust. Cover is well centered and firmly secured to interior pages. Paper is supple and like new. Spine is tight and flat. *10% of Near Mint price*

VERY FINE (VF)

An excellent copy with outstanding eye appeal. Sharp, bright and clean with supple pages. Pages and covers can be yellowish/tannish (at the least) but not brown and will usually be off white to white. *Between "9 and "8" of Near Mint*

FINE (FN)

An exceptional, above average copy that shows minor wear but still relatively flat, clean and glossy with no subscription crease or brown margins. Typical defects include: light spine wear, minor surface wear, a light crease, minor yellowing/tanning to interior pages. Compared to a VF, cover inks are beginning to show a significant reduction in reflectivity but is still highly collectable and desirable. *Between 11 and 13 of Near Mint*

VERY GOOD (VG)

The average used comic book most commonly found. This comic shows moderate wear but eye appeal has not been reduced to the point that it is not desirable. One or two minor markings on cover or minor spine roll are allowed. Lightly creased along spine or extremities, subscription crease, loose centerfold, or minor chip or piece missing allowed. *Between 28 and 32 of Near Mint*

GOOD (GD)

This comic has all pages and covers, although there may be small pieces missing. Commonly creased, scuffed, abraded and soiled, but books in this grade are completely readable. Paper quality is low but not brittle. *Between 11 and 16 of Near Mint*

FAIR (FR)

Very heavily read and soiled, but still complete. Damaged beyond collectibility for most collectors, brings 30-50 per cent of the Good price. *Between 5 and 8 of Near Mint*

POOR (PR)

Sufficiently degraded so as to have little or no collector value. Often severely stained, abraded, defaced, or damaged beyond readability. *About 3% of Near Mint*

Contact us online at: PriceFAN @ aol.com

Annual 1 (87)-Studio C & scripts ... 3.50
Annual 2 (90)-Lone Ape ... 2.75
Annual 3 (91, 2:00)-Armageddon 2000 ... 2.75
Annual 4 (92, 2:50)-Guy Gardner/Echo Critters ... 2.75
Annual 5 ('95, 2:50)-Bloodlines Earthplague ... 2.75
Annual 6 (94, 2:95, 68 pgs.)-Overwinter story ... 3.50
Annual 7 ('95, 3.95)-Year One story ... 4.00
Annual 8 ('96, 2.95)-"Legends of the Dead Earth" ... 3.00

ADVENTURES OF THE FLY
Aug. 1959-No. 30, Dec. 1965, No. 31, May, 1965
Archie Publications, Radio Comics
1-Hello Pop; concept like Pic, Silk & Ox ... 650.00
2-Silkworm, Slick ... 250.00
3-Big Brain & Co. ... 195.00
4-Mr. Power & Sheila's Aunt ... 100.00
5-Flash & Jack app. Black Hood & Pic's & app. Shield ... 80.00
6-Shield app. ... 70.00
7, 9, 10, 20-Origin Flyrod retold ... 45.00
8-Origin & origin Flyrod ... 60.00
11-30: 11-15 & app. Comet ... 30.00
16-Black Hood, Shield, Comet app. ... 32.00

ADVENTURES OF THE JAGUAR, THE
Sept. 1961-No. 15, Nov. 1965
Archie Publications, Radio Comics
1-origin & 1st app. The Jaguar ... 140.00
2-Hot Rod issue ... 72.00
3-Flash app. ... 52.00
4-10 ... 40.00
11-14-Catgirl, Black Hood app. ... 32.00

ADVENTURES OF THE MASK
Jan. 1996-Present (2.50, cover)
Dark Horse Comics
1-Based on cartoon ... 2.50

ADVENTURES OF THE X-MEN, THE
Apr. 1996-Present (99¢, color)
Marvel Comics
1-Updated on EX show; 3-Spider-Man app. ... 1.00

AGENT THREE ZERO
Sept. 1993-(3.95, color one-shot)
Golden Apple Comics
1-Encapsulated w/card & mat-poster; Plato-sta [illegible] ... 5.00

AGE OF APOCALYPSE: THE CHOSEN
Apr. 1996-(2.50, color one-shot)
Marvel Comics
1-Archangel & ... 3.50

AGE OF HEROES, THE
1944-1955, B&W
Ajax/Farrell Comics
1-Black Cat, Whirlybird app. ... 3.00

AGE OF INNOCENCE: THE REBIRTH OF IRON MAN
Feb. 1996-(2.50, color one-shot)
Marvel Comics
1-Origin retold of Tony Stark ... 2.50

AGE OF REPTILES: THE HUNT
May-Nov. No. 1, Sept. 1996 (2.95, color, limited series)
Image Comics
1-3-Dinosaurs-sci.-wrap-around-c ... 3.00

AKIKO ON THE PLANET SWOO
Dec. 1995-Present (2.50, 3.95, B&W)
Slave Labor
1-4-Sci.-fi; cutefreak-c, Cutey-sha ... 4.00
5 & up-Cutey-sha ... 2.50

AKIRA
Sept. 1988-No. 38, Dec. 1995 (3.50/3.95/4.95, color)
Marvel/Epic Comics
1 ... 20.00
1-2 2nd printings ... 5.00
2-5 ... 8.00
3-5 2nd printings ... 3.00
6-37 ... 5.00
38-(3.95) 32 frame back-up, Gibbons, Williams

pin-ups, 38-Moebius, Allred, Pratt, Toth, Russ, Van Fleet, O'Neill, Madonnina-gtr-sgts ... 7.00

ALIENS, THE
Sept-Dec, 1957, No. 2, May, 1982
Gold Key
1-Reprints from Magnus #3 & 4; 6-10, all by Russ Manning ... 15.00
2-Some contents as #1 ... 8.00

ALIENS (DARK HORSE)
ALIENS (Also see Dark Horse Presents #24)
May, 1988-No. 4, July, 1989 (1.95, B&W, mini-series)
1-1st appearance Aliens in comics ... 25.00
1-Second printing ... 5.00
2-Third - Sixth printings ... 2.00
2 ... 4.00
2-Second printing ... 2.00
2-Third printing ... 2.00
3 ... 4.00
4 ... 4.00
5,6 ... 5.00
3-6-2nd printings ... 2.00
Aliens Mini-Comic (1.25/89, No. 1 included in Aliens Portfolio ... 8.00
Aliens Platinum Edition (Dark Horse Presents #24) ... 10.00

ALIENS
Aug. 1989-No. 4, 1990 (2.25, color, mini-series)
1 ... 3.00
V2 #1-2nd printing ('90, 2.25 ... 2.25
2-4 ... 5.00

ALIENS
June, 1992-No. 3, Aug. 1992 (2.50, color, mini-series)
1-3-Suydam painted-c ... 2.50

...BERSERKERS
Jan, 1995-No. 4, Apr. 1995 (2.50, color, limited series)
1-4 ... 2.50

...COLONIAL MARINES
Jan. 1993-No. 20, July, 1994 (2.50, color, limited series)
1-20 ... 2.50

...EARTH ANGEL
Aug. 1994 (2.95, color, one-shot)
nn-Byrne-a/story; wrap around-c ... 3.00

...EARTH WAR
Aug. 1990-No. 4, Oct., 1990 (2.50, color, limited series)
1-Sam Kieth a(p) in all ... 10.00
1-2nd print ... 2.50
2 ... 5.00
3,4 ... 5.00

...GENOCIDE
Nov. 1991-No. 4, Feb. 1992 (2.50, color, mini-series)
1-4-Suydam painted-c; 4-wraparound-c; pull-out poster ... 2.50

...HIVE
Feb. 1992-No. 4, May. 1992 (2.50, color, mini-series)
1-4-Valley Ieuw-c/a in all ... 2.50

...LABYRINTH
Sept. 1993-No. 4, Jan. 1994 (2.50, color, mini-series)
1-4-1: Painted-c ... 2.50

...MONDO HEAT
Feb. 1996 (2.50, color, one-shot)
nn- ... 2.50

...MONDO PEST
Apr. 1995 (2.95, color, one-shot, 44 pgs.)
nn-Dark Horse Comics #22-24 ... 3.00

...MUSIC OF THE SPHERES
Jun. 1994-No. 4, Apr. 1994 (2.50, color, limited series)
1-4 ... 2.50

...PREDATOR: THE DEADLIEST OF THE SPECIES
July, 1993-No. 13, Aug. 1995 (2.50, color, limited series)
1-13 ... 4.00
2-13-Button pattern c! 1-3 Quiet p ... 2.50
3-Embossed foil platinum ed. no price/no adds ... 25.00
...ROGUE
Apr. 1993-No. 4, July, 1993 (2.50, color, mini-series)
1-4 ... 2.50
...SACRIFICE
May, 1993 (4.95, color, one-shot, 52 pgs.)
nn-Peter Milligan script, painted-c/a ... 5.00
...SALVATION
Nov, 1993 (4.95, color, one-shot)
nn-D. Gibbons script ... 5.00

...STRONGHOLD
May, 1994-No. 4, Sept. 1994 (2.50, color, mini-series)
1-4 ... 2.50

...VS. PREDATOR: SEE DARK HORSE PRESENTS #86)
June 1990-No. 4, Dec. 1990 (2.50, mini-series, c-out)
1-Ltd. No. 1,500; B&W ... 10.00
1 ... 10.00
1-2nd printing ... 2.50
2, 3 ... 4.00
3-Variant w/ trad c ... 4.00

VS. PREDATOR: BOOTY
Sept. 1996 (2.50, color, one-shot)
nn-painted ... 2.50

VS. PREDATOR: DUEL
May, 1995-No. 2, Apr. 1995 (2.50, color, limited series)
1, 2 ... 2.50

...VS. PREDATOR: WAR
Feb. 1996-No. 4, May 1996 (2.50, color, limited series)
1-4 ... 2.50

ALIEN: WORLDS
Dec. 1982-No. 8, Aug. 1985
Pacific Comics
1 ... 1.50
2-3, 7, 8-(Direct Sales) ... 1.00
4-6-(Mail Subscription) ... 1.00

ALL AMERICAN MEN OF WAR
No. 107-No. 117, Dec. 1967-Sept.-Oct. 1966
National/DC (Quality)
107-115-(52) ... 6.25.00
116-(100) ... 425.00
117-1 (52 pgs.) ... 165.00
118-(100) ... 250.00
119-Last Jeb Stuart ... 225.00
120-126 ... 155.00
127-(52) ... 165.00
128-132 ... 165.00
133-(52) ... 105.00
134-136 ... 85.00
137-Last app. Gunner & Sarge ... 100.00
138-140 ... 85.00
141-146 ... 50.00
147-Last app. Gunner & Sarge ... 60.00
148-150 ... 45.00
151-153-(68 pgs.) ... 45.00
154-Last Johnny Cloud app. 52 pgs. ... 75.00
155-159 ... 30.00
160-162-Johnny Cloud app. ... 22.00

ALLEGRA
Aug. 1996-Present (2.50, color)
Image Comics/Wildstorm Productions
1-2-Sandra Hope-a/p ... 2.50

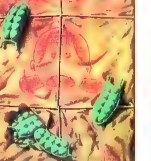
ALL-STAR SQUADRON
Sept. 1981-No. 67, Mar. 1987
DC Comics
1-Kelley Jones-c/a ... 1.00
2-67-Mid-Nelson-a (1st full story ... 4.00
Annual #1 (3/11/82 9/84) ... 1.00

ALL-STAR WESTERN
Aug.-Sept. 1970-No. 11, Apr.-May, 1972 (Weird Western Tales #12 on)
National Periodical Publications
1 ... 12.00
2, 4, 6, 8, 10-Dobbs by Morrow begins, 3-Origin & Dobbs ... 5.00
5 ... 5.00
9-Frazetta-c (3 pgs.) ... 6.50
10-1st app. Jonah Hex (2-3/72) ... 100.00
11 ... 4.00

ALPHA CENTURION see SILVERWAH
1996 (2.95, color, one-shot)
DC Comics
1 ... 3.00

ALPHA KORPS
Sept. 1996-Present (2.50, color, limited series)
Diversity Comics
1-origin; 1st app. ... 2.50

ALPHA FLIGHT
Aug. 1983-No. 130, Mar. 1994 (#5/ on are direct sale



Alpha Flight #75

Marvel Comics Group
1-52 pgs.)-Byrne-a begins, Wolverine cameo ... 2.00
2-12, 12-Double size ... 1.50
13-Wolverine app. ... 2.50
14-16: 16-Wolverine cameo ... 1.25
17-X-Men-c over; Wolverine cameo ... 2.00
18-20, Last Byrne issues ... 1.25
29-32, 35-49: 39-Portacio-i begins ... 1.00
33, 34-Wolverine app. 34-Shaman emsld ... 2.50
50-Double size ... 3.00
51-Jim Lee's 1st work at Marvel ... 5.00
52, 53-Wolverine-33-Lee/Portacio-a ... 2.50
54, 63, 64-No Jim Lee art ... 1.00
55-62-Jim Lee art/p ... 2.50
65-74, 76-80-74-Wolverine, Spider Man ... 1.25
75-(1.95, 52 pgs.) ... 2.00
82-90-Wolverine app., Jim Lee c ... 2.00
91-99, 101-105, 107-119, 121-129 ... 1.50
100-(2.00, 52 pgs.; Avengers app. ... 2.00
106-Rectilinear resolution issue ... 2.00
126-2nd printing ... 1.25
120-(2.25)-Polybagged w/poster ... 2.25
130-(2.25, 52 pgs.) ... 2.25
Annual '1 (9/86, 1.25) ... 2.00
Annual '2 (12/87, 1.25) ... 2.00
Special 9241 (6/92, 2.50)-Wolverine-c/story ... 2.00

AMALGAM AGE OF COMICS, THE: THE DC COMICS COLLECTION
1996 (12.95, color, trade paperback)
nn-Wildcats, Assassins, Doctor Strangefate, JLX, Legends of the Dark Claw & Sugar Soldier ... 13.00

AMAZING ADULT FANTASY
No. 7, Dec. 1961-No. 14, July, 1962
Marvel Comics Group (AMI)
7-Dikto-c/a in all ... 525.00
8-Last 10¢ issue ... 420.00
9-13 ... 175.00
14-Pro/X prototype ... 425.00

AMAZING ADVENTURES
June, 1961-No. 6, Nov. 1961
Marvel Comics Group (AMI)
1-Origin Dr. Droom (1st Marvel Super Hero) Ditko, & Kirby art in all; Kirby monsters c ... 1000.00
2 ... 450.00
3-6: 6-Last Dr. Droom ... 300.00

AMAZING ADVENTURES
Aug. 1970-No. 39, Nov. 1976
Marvel Comics Group (AMI)
1-Inhumans (by Kirby, c ... 12.00
(finds #1) double size ... 6.00
2-4: 3, 4-Kirby/Adams ... 4.00
5-10: 9, 10-Warlock ... 3.00
11-New Beast begins ... 4.00
12 ... 3.00
13-1st app. Killraven & Warriors ... 4.00
14-39 ... 2.00

Name the title and issue number that the X-Men's Beast first develop his blue fur?

AMAZING FANTASY
No. 15, Aug. 1962 (Sept. 1962 in indicia)
Marvel Comics Group (AMH)
1st Origin & 1st app. Spider-Man by Ditko (1 pg.); 1st app. Aunt May & Uncle Ben; Kirby/Ditko c-15 pg.1

GD	FN	NM
1733.00	5200.00	26,000.00

AMAZING FANTASY
No. 16, Dec. 1995-Mr. 18, Mar. 1996 (2 95, color)
Marvel Comics
16-18-Black c/Ruffalo a. Spider-Man app. ... 4.00

AMAZING SCARLET SPIDER
Nov. 1995-No. 2, Jan. 1995 (1.95, color)
Marvel Comics
1, 2-replaces "Amazing Spider-Man" ... 2.00

AMAZING SPIDER-MAN, THE
Mar. 1963-Sept. 1995, Jan. 1995-Present
Marvel Comics Group
1-Origin retold; Ditko c-3 #1-38, Kirby/Ditko c-1st Tarantula! Rook-e-ver (two WIF, #187 as 1st Marvel-e over)

GD	FN	NM
1200.00	3600.00	18000.00

1 (Golden Records Reprint) ... 160.00
(with Golden Records 1966) ... 275.00
2-1st app. The Vulture ... 265.00
3-1st app. Doc Octopus ... 1865.00
4-Origin & 1st app. The Sandman ... 1900.00
5-Dr. Octopus app. ... 1000.00
6-1st app. Lizard ... 975.00
7, 8, 10: 8-Early FF backup story ... 270.00
9-Origin & 1st app. Electro ... 765.00
11, 12: 12-Doc Octopus unmasks ... 430.00
13-1st app. Mysterio ... 350.00
14-1st app. The Green Goblin (Norman Osborn), mask ... over ... 2500.00
15-1st app. Kraven The Hunter, 1st mention of Mary Jane Watson (last shown) ... 435.00
16-1st Daredevil c-over (yellow costume) ... 575.00
17-2nd app. Green Goblin (Kirby) ... 450.00
18-1st app. Red Lizard (later Hobgoblin) ... 425.00
19-Sandman app. ... 260.00
20-1st app. & origin The Scorpion ... 315.00
21-2nd app. The Beetle (see Sec. Talesvol 2) ... 270.00
22-1st app. Princess Python ... 190.00
23-2nd app. Green Goblin (Kirby) ... 290.00
24 ... 170.00
25-1st app. Mary Jane Watson (cameo) (face not shown but introduced as Mary Jane) ... 230.00
26-1st app. Gwen Stacy, 1st Comic Mentor ... 230.00
27-5th app. Green Goblin ... 215.00
28-Origin/1st app. Molten Man ... 305.00
29, 30 ... 140.00
31-38: 31-Irrw. Harry Osborn later becomes Zed Or Goblin), Gwen Stacy & Pat Morrow. 34-last Ditko stuff. 36-1st app. Mary Jane Watson (cameo face not shown, 7-66) ... 135.00
39-Green Goblin c-story; id revealed ... 175.00

40-Origin Green Goblin (1st time told) ... 275.00
41-1st app. Rhino ... 132.00
42-2nd app. Mary Jane Watson (cameo, last 2 panels); 1st time her face is shown 11/66 ... 122.00
43-49 ... 80.00
50-origin & repeat (7/67) ... 350.00
51-2nd app. of Kingpin ... 120.00
52-58: 56-Hate Capt. America Story ... 65.00
61-64: 64-Origin & app. of Kingpin; c-64. Last Ditko issue ... 48.00
65-69, 71-95, 97-99, 84, 85-Kingpin c-stories ... 40.00
70-Death of Capt. Stacy ... 42.00
74-Origin retold ... 58.00
96-98, Drug books not approved by CCA, Green Goblin c-storyline; 97, 98-Green Goblin c- ... 75.00
100-Anniversary issue (9/71) ... 120.00
101-1st app. Mortician, last 15¢ issue (10/71) ... 160.00
102-2nd printing (6/92, silver ink) ... 2.50
102-Origin/2nd app. Morbius (25¢ 52 pgs.) ... 125.00
103-108: 108-Dr. Strange-c/story (6/72) ... 25.00
119, 120: Spider-Man vs. Hulk ... 38.00
121-Green Goblin kills Gwen Stacy ... 110.00
122-Death of Green Goblin ... 130.00
125-128: 125-Gwp age 124 1st app. Man Wolf (11/73), origin #125 ... 24.00
129: 1st app. Jarkal & the Punisher (2/74) ... 275.00
130-133, 135-138, 140: 133-1st Last Gasp c-/s ... 20.00
134: Punisher c-gwn app. (7/74) ... 20.00
135: 3rd Hall Fame app. (8/74) ... 60.00
136: Punisher c-gwn Green Goblin (Harry Osborn) ... 40.00
139: Gwen Stacy clone cameo ... 24.00
141, 142, 144, 146: app. Gwen Stacy clone; 145, 146-Gwen Stacy clone storyline cont. 147: Spider-Man returns Stacy a clone ... 18.00
148-Jackal revealed ... 25.00
149: Spider-Man clone's begins, origin of Jackal ... 40.00
150-Spider-Man decides he is not the clone ... 55.00
151-Spider-Man unmasks Jackal (6/76) cover ... 35.00
161: Pun shot cameo, hallucinogen app ... 10.00
162: Punisher, Nightcrawler app ... 15.00
163-173, 181-190, 109-Clone story recapped; 181 Origin revealed ... 8.00
174, 175: Punisher app. ... 15.00
176: Punisher app. (10/77) ... 20.00
178-181, 195-199, 203, 208, 210-219 ... 15.00
194-1st app. Black Cat ... 25.00
200-Giant-size issue (8/80) ... 30.00
201, 202: Punisher app. ... 15.00
209-Origin & 1st app. Spider-Woman ... 50.00
220-227: 225-Punisher c-/a (8/82) ... 7.00
228: 1st app. Hobgoblin (Ned Leeds) (1/83) (w/Tarantula card insert) ... 22.00
229-Origin/1st app. Hobgoblin ... 25.00
230-Origin/1st app. Hobgoblin's battle (2nd app. ... 45.00
240, 243, 246, 248: 240-Origin Vulture ... 8.00
244: Hobgoblin cameo (2nd app.) ... 10.00
245: Hobgoblin vs. Hobgoblin's powers battles Spider-Man ... 10.00
246: Hobgoblin's battle Spider-Man ... 14.00
247: 1st app. Black costume for Spidey (5/84) ... 15.00
249-Hobgoblin story ... 10.00
250-Giant-size issue (8/84) ... 7.00
251, 252, 254, 255, 274, 277, 280, 282, 283, 286: 1st app. Hobgoblin (Roger Stacy) ... 10.00
253-Hobgoblin app. (Roger Stacy) ... 5.00
257: 2nd app. Puma, Hobgoblin's cameo ... 8.00
258: Hobgoblin app. (cameo) ... 10.00
259: 1st Hobgoblin app. (Roger M.) Morbius ... 15.00
260: Hobgoblin story ... 10.00
261: Hobgoblin c-story ... 9.00
262: Spider-Man unmasked ... 10.00
265: 1st app. & origin Spider-Man ... 7.00
266: Spider-Man vs. Hobgoblin ... 7.00
275-1st app. Hobgoblin (Roger Stacy) ... 15.00
276: Hobgoblin story ... 12.00
277: Hobgoblin battles Jack O'Lantern ... 13.00
284: Punisher cameo app., Gang War beg. in c-#285 Hobgoblin-c/a ... 8.00
285: Punisher app., minor Hobgoblin app. ... 12.00
286, 288, 289: Hobgoblin c-/app. (in 289) 287-Hobgoblin app. (cameo) ... 6.00
288-Hobgoblin's full app. ... 8.00

289-(1.25, 52 pgs.)-Death of Ned Leeds (1st Hobgoblin), Macendale (Jack O'Lantern) becomes new Hobgoblin ... 14.00
290-292 ... 5.00
293, 294-Parts 2 & 5 of Assassin's story ... 9.00
295-297 ... 6.00
298-Todd McFarlane a. beg. w/#298; 1st app. Cameron Eddie Brock who becomes Venom (cameo, in costume) ... 50.00
299-1st app. (cameo) Venom in costume ... 32.00
300-(52 pgs.)-Last Black costume; 1st full Venom story ... 85.00
301-305 ... 15.00
306-311, 313, 314 ... 10.00
312-Hobgoblin battles Gwen Stacy ... 12.00
315-317 Venom app. ... 20.00
318-323, 325-329: Reverse Formats ... 8.00
324-Silvertooth app. Mutant Massacre (one eff) ... 16.00
326, 327, 329-Mutant Massacre ... 4.00
328-Hulk app.; last Michael Golden c-/a ... 12.00
330, 331 Punisher app. ... 4.00
332, 333 Venom c-/a ... 10.00
334-336, 338, 339 ... 3.00
337-Hobgoblin app. ... 4.00
340, 341 app. Chris Kassidy c-/a/app. ... 12.00
342, 343 1st app. Carlton Swanky ... 5.00
344, 347 Venom app. ... 10.00
348, 349, 351-359, 350 ... 2.50
360 (1.50, 52 pgs.)-Origin Hobgoblin ... 3.00
361 Carnage cameo ... 9.00
362-364 Carnage app. ... 20.00
365-Carnage/Venom ... 7.00
366, 368-370, 372-377, 379: Venom back up, 374-Venom-c/story, 376-Carlie app. 378-Maximum Carnage, part 3, 381, 382-Hulk app., 383-The Prey app. ... 3.00
367-Maximum Carnage app. ... 4.00
368-(2.95)-Venom history; an in-depth out-posterior; 1st app. Spider-Man 2099 ... 5.00
375-(3.95)-Hole-graphic c/s, Venom c/story ... 5.00
378-(2.75, 68 pgs.)-Newsstand Edition; 2 back-up stories/Venom, Cardiac & Cloaker ... 2.25
388-(2.95)-Collectors Edition w/foil c- ... 3.00
389-396, 398-409, 411-416-Begin 1-50 c-/Green Goblin app., Hand-lettered sheet, 394-Power & Responsibility Pt. 2, 396-Daredevil c- & app., 403-Carnage app. 406-Wire Box Octopus, 407-Human Torch, Silver Sable Sanctuary app. 409-Kone, Prince-app. 410-Carnage app. 414-The Rose app. 415-"Onslaught", Spidey vs. Sentinels 416-Ron Garney-wgb/beginning w/sheet insert ... 1.50
390-(2.95)-Collectors Edition/polybagged w/16 pg. insert & animation Edition ... 3.00
394-(2.95, 48 pgs.)-Deluxe edition, flip book w/half of a Spider-Man pt. 2, silver foil c- ... 5.00
397-(2.29)-Flip book w/Ultimate Spider-Man ... 2.25
400-(2.95)-Death of Aunt May ... 5.00
400-(3.95)-Death of Aunt May-Double c-embossed ... 6.00
400-Collector's Ed. -VR-1c ... 37.00
401-(2.95)-Venom c-/polybagged w/cassette ... 4.00
Annual 1-('64)-1st Sinister Six; new 41 pg. str. ... 475.00
Annual 2-('65)-New Doctor Strange story (early) ... 230.00
Special 3-('66)-Avengers vs Hulk x-over ... 85.00
Special 4-('67)-Spidey battles Human Torch & Thing ... 80.00
Special 5-('68)-Death of Aunt May-Double c-embossed ... 8.00
Special 5-('11/68)-Peter Parker's parents; New 40 pg. Red Skull story ... 30.00
Special 6-('11/68)-1st app. Sinister Six story; Iron Armad #1 ... 28.00
Special 7-('12/70)-All reprints ... 20.00
Special 8-('12/73)-All reprints ... 20.00
Spec. Size 5-('10/75)-Origin Spider-Man magazine (Green Goblin) ... 25.00
Annual 10-('76)-Punisher app. (re-edited from orig. 58 pgs.) ... 20.00
Annual 10-13 (1976-79)-All new w.-13-Byrne a. ... 8.00
Annual 14 ('80)-Miller c/a ... 9.00
Annual 15 ('81)-Punisher app./Miller c/a ... 18.00
Annual 16-20 (1982-86) ... 7.00
Annual 21 ('89)-Evolution-esque/silver sale ... 10.00
Annual 22 ('87)-Wedding issue; newsstand ... 10.00
Annual 22 ('88)-Evolutionary War ... 6.00

Annuals 23 ('89)-Acts of Vengeance, Lizard c- ... 5.00
Annual 24 ('90, 2 00) ... 4.00
Annual 25 ('91, 2 00)-X-Cutioner's Song ... 10.00
Annual 26 ('92, 2.25)-New Warriors c-/story; Venom solo story (cont'd in Spect. S-M Annual, #12) ... 7.00
Annual 27 ('93, 2.50)-Polybagged w/card; 1st app. Anex ... 5.00
Annual 28-('94, 2.95, 68 pgs.)-New Carnage c-/story ... 3.00
'96-('95) ... 3.00
Giveaways: See Overstreet Price Guide listings

AMAZING SPIDER-MAN SUPER SPECIAL
Aug. 1996 (3 95, color, one-shot)
Marvel Comics
1-Flip book ... 4.00

AMAZING X-MEN
May 1995-No. 4, Aug. 1995 (1 95, color, limited series)
Marvel Comics
1-Age of Apocalypse ... 3.00
2-4 ... 4.00

AMAZON
Apr. 1990 (1 95, color)
DC Comics
1-"Amazon Comics" theme c/a ... 2.00

AMAZON WOMAN
Nov. 1987-No. 4, May, 1990s (2 95, bi-fold, limited series, miniature reprints)
Fantagor
4-(1 75 pg.)-miniature reprints ... 3.00

AMERICAN FREAK: A TALE OF THE UN-MEN
Feb. 1994 to 5 June 1994 (1 95, color, limited series)
DC Comics/Vertigo
1-5 ... 2.00

AMERICAN SPLENDOR (Dave Sim)
...COMIC CON COMICS
Sept. 1995-(2 95, B&W one-shot)
Tundra
1-Pearl ... 3.00
...SPECIAL: A STEP OUT OF THE NEST
Aug. 1994 (2 95, B&W, one-shot)
Tundra
1-Pearl ... 3.00
...WINDFALL
Sept. 1995-No. 2, Oct. 1995 (3 95, B&W, limited series)
1, 2-Pelan-a ... 4.00

AMERICA'S BEST TV COMICS
1963 (Giant Size, 68 pgs., 25¢ one-shot)
American Broadcasting Company
1-Fantastic Four, Lassie, Amazing Spider-Man ... 70.00

ANGELA
Dec. 1994-Present (2 95, color)
Image Comics/Todd McFarlane Product ions
1-Liefeld c-/a; Spawn app. ... 14.00
2, 3 Guzman c/Capullo a ... 10.00
Special Edition-Spawn/Angela ... 3.00
Special Edition-Spawn ... 3.00
1RPE-#1-(3 95)-1/1-3-pg. special w/pin-ups ... 10.00
...QUORN: RAGE OF ANGELS (see Glory)
Mar. 1996-2 50 c/b, one-shot
1-Liefeld c-/a; Spawn app. ... 4.00
ANGEL AND THE APE
Nov. Dec. 1968-No. 6, Sept. Oct. 1969
National Periodical Publications
1 ... 20.00
2-6 ... 15.00

ANIMAL MAN
Sept. 1988-No. 89, Feb. 1995 (color, mature)
DC Comics/Vertigo (becomes Vertigo #57)
1 Bolland c-#1-63 ... 10.00
2 ... 6.00
3, 4 ... 5.00
5 10 6 Weeson-e/a ... 4.00
11-26: 11-Beg. 6 51 50 c-26-Last Crane Mamoon story ... 3.00
27-49, 51-55, 57-59 ... 2.00
50-(2 95, 52 pgs.)-Last Issue by Tom Veitch ... 3.00

...6 > 50, 64 pgs.) ... 3.50
...60 (Fl. 60-Began 1.99) c ... 2.00
...81 (Fl. 81-orig.p.) 2.25
...Annual 1 (3.95, 93) - Ch'dren's Crusade Pt. 3 ... 4.00

ANIMAL MYSTIC (see DARK ONE)
1995 Present (2.95?/3.50, B&W)
...1 ... 55.00
...Light Issue 4/6 ... 85.00
...2 ... 50.00
...3 ... 35.00
...4 (cvr poster insert ... 4.00
...WATER WARS
1994-2.95, color, limited series)
...1 Oil & Other-Oil Pt. ... 3.00

ANIMANIACS
May 1995-Present (1.50, color)
...1 ... 1.50
...2 ... 1.50
...3 ... 1.50
...19 19.9-Files parody ... 1.50
...A Christmas Special (12/94, 1.50) ... 1.50

ANTHRO
July-Aug. 1968-No 6, July-Aug. 1969
National Periodical Publications
...1 ... 30.00
...2 ... 22.00
...3 ... 15.00
...4 ... 15.00
...5 ... 15.00
...6 ... 70.00
...11-20 ... 55.00
...21 32 36 40 ... 55.00
...33 intro Aqua-Girl (see Adv. 266) ... 77.00
...34 37 45 ... 28.00
...48 Ch. pre-reanimated ... 95.00
...49 50 Deadman by N. Adams ... 62.00
...51 Sci-fi, B.O. & Ch'dren ... 40.00
...52 53 57 (8.4?/71 58-Origin retold ... 2.50

AQUAMAN
Feb. 1962, Feb.-4, May, 1966 (Mera-wives)
DC Comics
...1 ... 5.00
...2 ... 4.00
...Special 1 (1.88, 1.50) ... 2.50

AQUAMAN
Dec. 1989-No 33, Dec. 1992 (1.00/1.25, color)
DC Comics
...1 (1.00) ... 2.25
...6-11 (1.25) ... 2.00

AQUAMAN
Aug. 1994-Present (2.50, color)
DC Comics
...0, 0 (1, 10/94)-Peter David scripts begin ... 4.00
...Annual Iunlt ... 3.00
...1 & 1 (1/94)-Superboy-c & app. 4-Lobo app. ... 2.00
...1 & 1/2-Deluxe 1.75-c, 10-Green Lantern app. 16 vs. L.A.'s Mexican Woman-c, 18-Doran Master-app. 21-Zero-c, 22-Soul Eater & Power Girl app. 26-Final Night ... 1.75
...Annual 1 ('95, 3.50)-Year One Story ... 3.50
...Annual 2 ('96, 2.95)-"Legends of the Dead Earth" ... 3.00

AQUAMAN: TIME & TIDE
Dec. 1995-No 4, Mar. 1996 (1.50 color, mini-series)
DC Comics
...1-4-Peter David scripts; 1-Ong is begins ... 2.50
...TPB (96, 9.95) rpt 1-4 ... 10.00

ARAKNIS
1995-Present (2.50, color, limited series)
Maximum Press/Extreme Comics
...1/2-Wraparound cover ... 4.00
...1-4 1/2-with cards ... 2.50
...0-0 (96, 2.95) ... 3.00
...0-Special Edition ... 5.00
...1, 2-1 Ongoing series (5/96) ... 2.50
...1-Special Edition; polybagged w/certificate ... 10.00

ARCANA ANNUAL (see CHILDREN'S CRUSADE)
1994 (3.95, color, one-shot, 68 pgs.)
DC Comics/Vertigo
Annual 1-Children's Crusade story; Tim Hunter app. ... 5.00

ARCHANGEL
Feb. 1996 (2.50, B&W, one-shot)
Marvel Comics
...0-(7/92)-Barry Smith c/a ... 1.00
...0-(Gold Logo) ... 10.00
...1-(10/92)-Walter C. Simonson c/a, origin of Archangel ... 3.00
...Archer ... 3.00
...2-7-2-2nd app. Jurok (c/i/a), Smith a(p) 3, 4-Smith c(a) ... 2.50
...8-14, 16, 17 (9/93)-Continued w/Eternal Warrior #8, Barry Smith-c/a/scripts, 10-pays tribute to The Time Walker ... 4.50
...9 (2.5)-3D 2nd app. Jurok 10, 11 Smith c 2, 12-Shadowman app. 22 w/bound-in waxing card, 25-Eternal Warrior app. ... 2.50

ARCHIE AS PUNISHER/THE PUNISHER ARCHIE
MEETS...)
Aug. 1994 (2.95, color, one-shot, 52 pgs.)
Marvel Comics and Archie Comics Publications
1-Kubert c, J.Buscema a-in Punisher's Goldberg-a-on Archie; some contents as The Punisher Meets Archie ... 3.00

ARMED AND DANGEROUS (Acclaim Comics)
Apr. 1996-No 4, July 1996 (2.95, B&W)
...1-4-Dan Wahl-c/a ... 3.00
...SHELLS SLAUGHTERHOUSE
Oct. 1996-No 4, Jan. 1997 (2.95, B&W, mature readers)
...1-4-Bob Hall-c/a ... 3.00
...SPECIAL
Aug. 1996 (2.95, B&W, one-shot)
...1-Bob Hall-c/a ... 3.00

ARMORED TROOPER VOTOMS
July 1996-Present (2.95, color, limited series)
CPM Comics
...1-manga ... 3.00

ARSHIGH
Dec. 1994-No. 5, Sept. 1995 (2.5?c)
Marvel Comics Group
1-Sadie ... 3.00
2-5 ... 1.75

ARSENAL SPECIAL
1996 (2.95, color, one-shot)
DC Comics
1-C.J. Henderson-i ... 3.00

ARTEMUS: REQUIEM
June, 1996-No 6, Nov. 1996 (1.75, color)
DC Comics
1-6-Beriès-a(p); 1,2-Wonder Woman app. ... 1.75

ARZADIS
1996 (6.95, color, one-shot)

Dark Horse Comics
nn-Mortison-s/a ... 7.00

ASH
Nov. 1994-Present (2.50 color)
Event Comics
0 (1.00, 7/96)-"Present"-c, foil logo, w/ton-ups ... 3.00
0 (3.00 5/96)-"Future"-c, foil logo, w/pin-ups ... 3.00
0 "Present" Blue Foil Logo (1,000) ... 12.00
0 "Future" Blue Fo...Logo (1,000) ... 12.00
0 "Present" Silver Foil Logo (500) ... 20.00
0 "Future" Silver Foil Logo (500) ... 20.00
0 "Present" Red Foil Logo (250) ... 37.00
0 "Future" Red Foil Logo (250) ... 37.00
0 "Present" Gold Hologram Logo (1000) ... 22.00
0 "Future" Gold Hologram Logo (1000) ... 22.00
1 Quesada & Palmiotti-c/story; Palmiotti-story; Barry Smith-pin-up ... 10.00
2 M-Mignola, Hellboy pin-up ... 10.00
3,4 3 Gold Edition; Big Guy group, 4-Jam Lee pin-up ... 7.00
4 Early edition; Go # (2,000) ... 17.00
4 Extensive Red (3,000) ... 22.00
4 Gatefold Variant (3,000) ... 32.00
5,6 5 Deadline; Hildebrandt Bros. & Quesada & Palmiotti-c; 5-a; 6-Quesada c; Newton pin-up ... 3.00
5 Facsimile Gold (2,000) ... 12.00
5 Silvertech Red (1,000) ... 12.00
5 Silvertech White (500) ... 27.00
6 Gatefold Gold (2,000) ... 17.00
6 Silvertech Red (1,000) ... 17.00
6 Silvertech White (500) ... 27.00
6 Silvertech White (500) Ltd. ... 27.00
Volume 1 (1995, 114 pgs.)-reprints Deadline stories ... 15.00

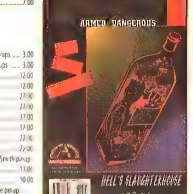
ASKANI'SON (see ADVENTURES OF CYCLOPS AND PHOENIX & THE X-TREME X-Cutions, X-O, GE...)
Jan. 1996-No 4 May, 1996 (2.95, color, limited series)
Marvel Comics
1-4-Jusko/Scott ... 3.00

ASSASSINS
Apr. 1996 (1.95, color)
DC Comics
1-Arsalyan Comics" ... 2.00
ASTONISHING TALES
Aug. 1970-No 36, July, 1976
Marvel Comics Group
1-The Doom begins, Ka-Zar (by Kelly, a #1.2) ... 27.00
2-Karen the Hunter c/story ... 10.00
3, 6 3 Smith a-5 Red Skull app. ... 15.00
7, 8 & Last Dr. Doom (52 pgs.) ... 10.00
9-Eternal ... 8.00
10-12 10-Smith/Kal Ravazna a, 11 Crypt Ka-Zar, 12-Man-Thing by Adams ... 6.00
13-24 19 Starlin app. ... 4.00
25-35 app. Deathlok series beg. in (8/74) ... 15.00
26-28, 30 Deathlok c/stories or all ... 10.00
29-No Deathlok story; Guardians c/by Colan & Tuska, Guardians of the Galaxy from Marvel Super Heroes #18 ... 15.00
31-36 36-Deathlok c/stories end ... 10.00

ASTON SHINGX-MEN
Mar. 1995-No 4, July, 1995 (1.95, color)
Marvel Comics
1-Age of Apocalypse ... 5.00
2-4 ... 4.00

ASTRO BOY
Aug. 1965 (One-shot, TV, 12¢)
Gold Key
1 (10/65 1986-Scarce; 1st app. in comics ... 160.00

ASYLUM
Dec. 1995-Present (2.95, color)
Image Comics
1-6-flip-book; arch./Beaverworld, Battlestar Galactica 1 variant c; Wachal Art Adams a-2 Dreadstar-a 5 Whirlwind-a 6 Bare Man and Penny Woman-a/c ... 3.00



Armed & Dangerous: Hell's Slaughterhouse #2

ATLANTIS CHRONICLES (see AQUAMAN series)
Mar. 1990-No 7, Sept. 1990 (2.95, color, limited series)
DC Comics
1-7-7 origin of Aquaman, mostly pencils ... 3.50

ATOM, THE
June-July, 1962-No 38, Aug.-Sept. 1968
National Periodical Publications
1 ... 725.00
2 ... 300.00
3-1st Time Pool story; 1st Chronos (origin) ... 200.00
4, 5 ... 140.00
6, 8-10, 8-14-A-over ... 115.00
7-1st Atom & Hawkman team-up (see Hawkman #1) ... 240.00
11-15 ... 80.00
16-20 ... 60.00
21-38, 20 ... 40.00
29-1st solo G.A. Atom app. as S.A. ... 137.00
31-35, 37, 38 ... 35.00
36-G.A. Atom x-over ... 62.00

ATOM AND THE HAWKMAN
No. 39, Oct.-Nov. 1968-No 45, Oct.-Nov. 1969
National Periodical Publications
39-45, 43-Last 12¢ issue ... 40.00

ATOM ANT
Sep. 1966 (Hanna-Barbera, 12¢)
Gold Key
1 (10170-661) ... 225.00

ATTACK! RAMBLE
May, 1996-Present (2.95, color)
Crusade Comics
nn-(2/96, B&W)-"Intro-Edition"; give-away at launch party ... 10.00
1, 2; 1-Freefall app. ... 3.00
1-variant-c ... 4.00

ATOMIC ROBO KID
Oct. 1963 (Hanna-Barbera, 12¢)
Gold Key
1 ... 125.00

AVENGELBALDE
July, 1996-Present (2.99, color, limited series)
Maximum Press
1, 2-"Bad Girls" parody ... 3.00

AVENGELYNE (Maximum Press)
May, 1995-No. 3, July, 1995 (2 1/2-50 1/2-color)
1/2-wraparound cover ... 15.00
1-Newsstand (2 1/2) Photo c; poster insert ... 5.00
1-Direct Market (3 1/2) Chromium c; poster insert ... 8.00
1-Retroactive Edition ... 10.00
1-Gold ... 25.00
1, 1-2-polybagged w/card ... 4.00
1-variant c; Deadata pin-up ... 8.00
1, Deluxe (3.95, ?) 1995 pin-ups/photos, 1 variant c ... 4.00

TONGUE LASH
Aug, 1996–No. 2, Sept. 1996 (2.95, color/mature readers, mature readers)
Dark Horse Comics
1,2–Taylor-c/a 3.00

TOO MUCH COFFEE MAN
July, 1993–Present (2.50, B&W)
Adhesive Comics
1–Shannan Wheeler-s/a 7.00
2–5 ..... 3.00
6 ..... 3.00
...Full Color Special (2.95) 3.00

TOP CAT (TV)
12-2/60–62-No. 31 (#70) (Hanna-Barbera)
Dell Publishing Co./Gold Key
1–TV show debut/6-7/61 ..... 140.00
2–Augie Doggie back-ups in #1-4 ..... 77.00
3-5-3 Cats 156' issue 4-Begin 12¢ issues; 1st app. Yakky Doodle in 1 pg strip; 5-1st Touche' Turtle 50.00
6–10 ..... 34.00
11–20 ..... 22.00
21-31: 21, 24, 25, 29-Reprints 17.00

TOP CAT (TV)
Nov, 1970–No. 20, Nov, 1973 (Hanna-Barbera)
Charlton Comics
1 ..... 12.00
2–10 ..... 8.00
11–20 ..... 12.00

TOP COW PRODUCTIONS INC./BALLISTIC STUDIOS SWIMSUIT SPECIAL
May, 1995 (2.95, color, one-shot)
Image Comics/Top Cow Productions
1 ..... 5.00

TOP COW SECRETS: SPECIAL WINTER LINGERIE EDITION
Jan, 1996 (2.95, color, one-shot)
Image Comics/Top Cow Productions
1-pin-ups 3.50

TORCH OF LIBERTY SPECIAL (see DANGER UNLIMITED)
Jun, 1995 (2.50, color, one shot)
Dark Horse Comics
1–John Byrne-s 2.50

TOTAL JUSTICE
Oct, 1996–No. 3, Jun, 1996 (2.25, color, limited series)
DC Comics
1-3–Based on new Kenner action figures 2.25

TOTAL WAR (M.A.R.S. Patrol Files)
July, 1985–No. 2, Oct, 1985 (Pia Guerra-c/a)
Gold Key
1, 2–Wood-a in each 10.00

TOUR OF TORTURE (see BRAINS)
June, 1996 (10.00, color, one shot)
London Night Studios
nn–photo-c 10.00

TOWER OF SHADOWS (Creatures On The Loose #10 on)
Sept, 1969–No. 9, Jan, 1971
Marvel Comics Group
1–Steranko, Colan-a 20.00
2,3–Neal Adams-a-3: Smith, Tuska-a 10.00
4–Marie Severin-c 7.00
5,7–Smith (pl), Wood-a 10.00
6, 8–Wood art & Wrightson-c 7.00
9–Wrightson-c 6.00
Special 1 (12/71)–Adams-a 6.00

TREERIDGE OF HORROR
1995 (2.95, color, Annual)
Image Comics
1–Greening-c/Allred, Robinson, Smith-s 4.00

TRIBAL FORCE
Aug, 1996 (2.50, color)
Mystic Comics

1–"Special Edition" on cover 2.50

TROLL (Image Comics/Extreme Studios)
Dec, 1993 (2.50, coi or, one-shot, 44 pgs.)
1–Mariscal-c, a/pencils/Liefeld-scripts 2.50
...Two covers Special (-94, 2.95)-Manx app. 3.00
...Ltd
A/b, 1994-3.95, cover 5d pgs. one-shot.
1 Square Back bind ng 4.00
...LOVE A HERO
Aug, 1994 (2.50, color, one-shot)
1 ..... 2.50

TROUBLED SOULS
1989 (9.95, color, graphic novel)
Fleetway
nn-Eeons-s/McCone-a 10.00

TROUBLEMAN
June, 1996–Present (2.25, color, limited series, Image Comics/Motown Machineworks
1–3 ..... 2.25

TRUE FAITH
1990 (9.95, color, graphic novel
Fleetway
nn-Garth Ennis-s 10.00

TUG & BUSTER
Nov 1995–Present 2.95 B&W b-monthly)
Art & Soul Comics
1-5-Mac Hinrgson-s/c/a 3.00

TUROK, DINOSAUR HUNTER (See Magnum #12)
June, 1993 (Present (2.50, color)
Valiant
1 #1, 5th Cmnemum & Ed-c 3 50
1 Gold Ed-c/Last app. 10.00
0, 2–47 (1/95): origin sty 4-Armor app, 5-Death of Andar 11 w bound in Gold 16-Chaos Effect 2.50
Yearbook 1 ('94, 3.95, 52 pgs.) 5.00
Die Hunted (3/95, price arrested on #1, #2-2.50 1.2, Dinosaur-sty) 2.50

TUROK, SON OF STONE
Nov, 1956, 12/56–No. 39 (9/62; No. 50, 12/62–No. 91, 7/74
No. 92, 9/74–No. 125, 1/80 No. 126, 3/81–No. 130, 4/82
Dell Publ. Co. #1-29/Gold Key #30-87/Gold Key or Whitman #88-125/Whitman #126 on
6-Color 596-(12/54)(01) 1st app. Turok & Andar
...reissue 475.00
4-Color 656-(10/55)(42) 1st mention of Lanna 400.00
Multiple Copies 270.00
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Dec, 1995 (4.95, color)
1-Wrap-around Chromium c; Ellis-s 5.00

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Jan, 1996 (4.95, color)
1-Chromium wrap-around c; Ellis-s, 1st app. Gumbrell
...2099, 3-Action 2099 app. 5.00

...UNLIMITED
Sept, 1993-Present (3.95, color, 68 pgs.)
1–Ha 1st app. High Evolutionary & Isayev, 3-Spidey 2099 app. 4.00
1 pgs. B-J. Sabrtelli, Len Wein, Nancy Collins-s 4.00

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May, 1995 (2.25, color, one-shot)
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...WORLD OF TOMORROW
Sept, 1996-Present (2.50, color)
1-3: Wrap-around c; 2-w/bound in card 2.50

21
Feb, 1996–No. 3, Apr, 1996 (2.50, color)
Image Comics/Top Cow Productions
1-3-Jan Wiebe-s 2.50
1-variant-c 5.00

22 BRIDES
Mar, 1996-Present (2.95, color,
Event Comics
1,2-Hideto-s 3.00
2-variant-c 5.00

TWILIGHT ZONE, THE (TV)
No 1(1), 3-5/61–No 91, 4/79, No. 92, 5/82
Dell Publishing Co. #1-6/Key Whitman #92
4-Color 1275 ..... 180.00
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Malibu Comics
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2-(1.50)-Flip-over logo, Limited edition stamp on c 4.00
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/Avengers Preview 1 (2.50) 2.50
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/Spider-Man (3.95) 2 covers, Green Goblin app. 4.00

ULTRAFORCE (2nd Series)
Nov, 1995-Present (1.50, color)
Malibu Comics
1-Ultraverse Premiere-Black-c/Painted-c, 1-Reply-ultimity, 1-Ultimity-Black-c/Painted-c, 1-Reply-ultimity-c/Painted-c, 2-flip book "Phoenix Resurrection" pt. 7
1-7-Ellis-s, 13-Deodato-c 1.50
ultimity-(2000, signed) 10.00

ULTRAVERSE (Malibu)
...DOUBLE FEATURE
Jan, 1995 (3.95, color)
1-168 pgs) Flip-c; featuring Prime and Solitaire 4.00

...ORIGINS

Jun, 1994 (1.95, color)
1 Gatefold c; 2 pg origin & characters 1.00
1 Newsstand ed., edit-c, no gatefold 3.00

...PREMIERE
1994 (trade; one-way)
0-Ordered thru mail w/coupons 5.00

...UNLIMITED
Jun, 1996 (2.50, color)
1 Kelley Jones-c 2.50

...YEAR TWO
Aug, 1995 (4.95, color)
nn 5.00

...ZERO: THE DEATH OF THE SQUAD
Aug, 1995 No 4, July, 1995 (2.25, color)
1 4-3 Codename: Firearm back story 3.00

UNCANNY ORIGINS
Sept, 1996, Present 1997, color)
Marvel Comics
1, 3: 1 Cyclops, 2-Cluecrusher-3-Archangel 1.00

UNCANNY X-MEN (also see Giant-Size X-Men)
Feb, 1981–Present (THE X-MEN #1-141)
Marvel Comics Group
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143 Last Byrne issue 10.00
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162-Wolverine solo story 10.00
165-Paul Smith art begins, ends #175 ..... 9.00
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Annual '12 ('08)-Evil Mac Art Adams a/p ... 4.00
Annual '13 ('09)-Mr.Atoms Attacks ... 3.50
Annual '14 ('90, 2-50 pgs.)-1st app. Gambit (mini-app.), Art Adams-c/a ... 12.00
Annual '15 ('91, 68 pgs.)-4 pg. origin, Wolverine solo back-up story; 6th app. X-Force ... 4.00
Annual '16 ('92, 2.25)-Jae Lee-c/a (2 stories) ... 2.50
Ann. '17 ('93, 2.95)-Polybagged w/card ... 3.50
Ann. '18 ('94, 2.95, 68 pgs.) ... 4.00
... The Dark Phoenix Saga ('1990, 12.95) ... 14.00
'95 (11.95, 3.95) wrap around c ... 4.00
'96 (2.95) wrap-around c ... 3.00

UNCANNY X-MEN AND THE NEW TEEN TITANS, THE
1985 (3.95, color, one-shot)
Marvel Comics/DC Comics
1-1st DC and MARVEL PRESENTS. ... 4.00

Uncanny Origins #3

UNCANNY X-MEN AT THE STATE FAIR IN TEXAS, THE
1982 (One-shot, give-away)
Marvel Comics Group
nn-Supplement to The Dallas Times Herald ... 10.00

UNCANNY X-MEN IN DAYS OF FUTURE PAST, THE
1989 (3.95, color, 52 pages)
Marvel Comics Group
nn-Byrne/Austin-c ... 2.00

UNDERDOG (TV)
July, 1970-No. 10, Jan, 1972; Mar, 1975-No. 21, Feb, 1979
Charlton Comics/Gold Key
1 (Tv series, Charlton) ... 60.00
2-10 ... 35.00
1 (2nd series, Gold Key) ... 45.00
2-10 ... 20.00
11-23, 13-Tri-pp. Shack of Solitude ... 17.00

UNDERWORLD UNLEASHED
Nov, 1995-No. 3 Jan, 1996 (2.95 color limited series)
DC Comics
1-3-Wolf-1 ... 3.00
... Fagokalips. Dark Uprising 1 (1.95, one-shot) ... 2.00
... Gotham Dest's Arsham 1 (2.95, one-shot) Batman app. ... 3.00
... Abyss: Hell's Sentinel 1 (2.95 one-shot) Alan Scott, Phantom Stranger, Zatanna app. ... 3.00
... Patterns of Fear (2.95, one-shot) ... 3.00

UNEARTHLY SPECTACULARS
Oct, 1965-No. 3, Mar, 1967 (81-132, 2, 3; 25¢ giants)
Harvey Publications
3-Tuska/Sinnott c ... 15.00
2-Jack O. Frost, Tiger Boy & Three Racketeers app.; Williamson/Wood, Kane-a ... 25.00
3-Jack O. Frost app.; Wildroot/Crandall-a ... 25.00

UNEXPECTED, THE (formerly Tales of the ...)
No. 105, Feb-Mar, 1968-No. 222, May, 1982
National Periodical Publications/DC Comics
105-Begin 12¢ issues ... 20.00
106-113, 113-Last 12¢ issue ... 15.00
114,115, 117,118, 120,122-127 ... 6.00
116,119,121,128-Wrightson-a ... 8.00
129-162 132-136 (52 pgs.) 157 162-(100 pgs.) ... 5.00
163-168, 187, 188-(44 pgs.) ... 1.50
189,190, 192-195 (1.00, 68 pgs.) ... 2.00
191-Reprint-a(p) (1.00, 68 pgs.) ... 3.00
196-221, 200-Return of Johnny Peril ... 1.50

UNION
June, 1993-No. 0, July, 1994 (1.95, color)
Image Comics/Wildstorm Productions
0-(7.94, 2.50) ... 2.50
0-Alternate Portacio-c, see Deathblow #5 ... 10.00
1-(2.50)-Embossed foil-c; Portacio-c/a in all ... 2.50
1-(1.95)-Newsstand ed. w/o foil-c ... 2.00
2-6-(4.7.94) ... 2.00

UNITY
Feb, 1995-Present (2.50, color)
Image Comics/Wildstorm Productions
0-3-5-9 ... 2.50
4-11 95-Newsstand, Wildstorm Rising Part 2 ... 2.00
4-(2.50)-Direct Market, Wildstorm Rising Part 2; boxed-in card ... 2.50
... 2.50

UNITY
Mr. 0, Aug, 1992-No. 1, 1992 (Free, color)
Valiant
0-(Flam's-Smith-a/c; prequel to Unity 4-cvrs in all Valiant titles that month ... 4.00
2-Red logo; scarce (5,000 made) ... 15.00
3-Gold variant ... 10.00
3-Calogero to Unity 4-cvrs; 3 copy available for every 4 Unity books ordered ... 4.00
3-Gold-Promotional copy ... 10.00
3-Platinum-Promo copy; scarce ... 15.00
... Warbook 1 (2.95, 3.95) "1994" in indicia ... 4.00

UNIVERSAL MONSTERS
1991 (3.50/4.95, color, one-shot/graphic novel)
Dark Horse Comics
Frankenstein-nn-Original movie adaptation, painted-c ... 4.00
Dracula-nn, 4.95)-Original movie adaptation ... 5.00
Wolfman-nn (4.95)-Original movie adaptation ... 5.00
Creature from the Black Lagoon-(4.95) A ... 5.00
Abbott/Costello-c/a ... 5.00

UNKNOWN SOLDIER (Formerly Star-Spangled War stories
265 Apr, May 1977-No. 268, Oct, 1982
Robusta/Fleming-c/a; Push stories/DC Comics
205 268 251 Enemy Ace begins ... 2.00

UNKNOWN WORLDS
Aug, 1960-No. 57, Aug, 1967
American Comics Group
1-Whitney c/a; most issues ... 125.00
2-5 7-10 most/Whitney c/a ... 70.00
6, 11 12-Reiser c/story 11 Last 10¢ issue ... 50.00
13-19, 13 covers thru #57 ... 40.00
20 Herbie cameo (12.64) ... 45.00
21-35 ... 26.00
36 "The People vs Herndon" by Cole & most popular MCA story ever ... 32.00
37-46 ... 24.00
47-Williamson-c/Mayo, inks the Unknown #96, 3 pgs. ... 26.00
Crisis-a ... 26.00
48-57 49 50 54 Ditko 2 55 Frankenstein-a pg. ... 20.00

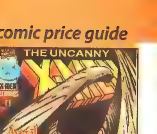
UNKNOWN WORLDS OF SCIENCE FICTION
Jan, 1975-No. 8, Nov, 1975 (1.00, B&W magazine)
Marvel Comics Group
1-Williamson/Wendel/Torres/Frazetta-c/Wildroid #1, 8 Adams influence 1, Buscema & Kaluta-a ... 6.00
2-8-2, 3-Frenz-a ... 3.00
Special 1 ('76, 100 pgs.); Newton painted-c ... 3.00

UNTOLD LEGEND OF THE BATMAN, THE
July, 1980-No. 3, Sept, 1980 (Mini-series)
DC Comics
1-Orig. origin; c-Byrne-a ... 4.00
2, 3 ... 3.00
3-Batman Corel presumes (1989, 28 pgs., 6x9"); 1st & 2nd printings-rpt ... 2.50

UNTOLD TALES OF SPIDER-MAN
Sept, 1995-Present (.99¢, color)
Marvel Comics
1 Burrow c/a; flip a/p; new ... 2.50
2, 15 ... 1.00

UNUSUAL TALES (Also see Beware #50 on)
Nov, 1955-No. 49, Mar, Apr 1965
Charlton Comics
1 ... 180.00
2 ... 60.00
3-5 ... 40.00
6-Ditko c only ... 90.00
7, 8-Ditko c/a ... 115.00
9-Ditko c/a (20 pgs.) ... 130.00
10-Ditko c/a(4) ... 145.00
11-13/58, 58 pgs.) Ditko a(4) ... 135.00
12-14-Ditko a ... 85.00
17 16-20 ... 35.00
15-Ditko c/a ... 90.00
21, 24, 28 ... 20.00
22, 23, 25-27, 29 Ditko a ... 60.00
30-49 ... 18.00

USAGI YOJIMBO (See Space Usagi)
July, 1987-No. 167 (2.00, B&W)
Fantagraphics Books
1 ... 3.00
2-9, 11-28 ... 2.00
8, 8, 10 20 printings (2.00) ... 2.00
10-TMNT app ... 3.00
30-36 (2.25-c1, ... 2.25
Color Special 1 ('1989, 2.95) ... 4.00
Summer Special 1 ('1988, 2.75, B&W) ... 5.00



Uncanny X-Men #338

USAGI YOJIMBO (See Space Usagi)
May, 1993-Present (2.75, color)
Mirage Studios
1241-16-TMNT app. ... 2.25

USAGI YOJIMBO (See Space Usagi)
Apr, 1996-No. 4, July, 1996 (2.95, B&W, limited series)
Dark Horse Comics
Volume Three #1-5-Sakai c/a/w ... 3.00

VAMPFIRE GIRLS: CALIFORNIA 1969
May, 1996-Present (2.95, B&W)
Angel Entertainment
0, 1 ... 3.00
0-(10.00)-Gatefold ... 10.00
0-(20.00) "3-D Nude Photo cvr"; embossed c ... 20.00

VAMPIRE LESTAT, THE
Jan, 1990-No. 12, 1991 (2.50, mini-series)
Innovation
1 ... 35.00
1-2nd print ... 5.00
2-5 ... 10.00
2-2nd & 3rd printings ... 2.50
3-5 ... 10.00
6-12 ... 3.00
Note: 2nd printings of most issues exist and are worth cover price.

VAMPIRELLA
Sept, 1969-No. 112, Feb, 1983; No. 113 Jan, 1988
Warren Publishing Co. (B&W, magazine size)
1-Intro Vampirella, Frazetta-c ... 350.00
2-Adamsonia series begins, ends #12 ... 130.00
3-Starro, low distribution ... 200.00
4-7-5, 7-Frazetta-c ... 80.00
8-Vampirella begins as serious series ... 90.00
9-Torres/Fraz/Bolle cvrs ... 70.00
10-No Vampirella story ... 30.00
11-15' 11-Origin & 1st app. Pendragon ... 50.00
16-18, 20-25 ... 28.00
19 (1973 Annual) ... 45.00
26, 28-36, 38-40; 31-Frazetta-c ... 28.00
27 (1974 Annual) ... 35.00
37 (1975 Annual) ... 30.00
41-45, 47-50 ... 22.00
46-Origin of Vampirella retold (10/75) ... 25.00
51-99 ... 15.00
100-(96 pgs.)-Reprint special, origin retold ... 45.00
101-110,112 ... 10.00
111-Giant Collector's Edition (2.50) ... 35.00
113 (1988) actual 1st Harris Comics issue (scarce) ... 150.00
Annual 1 ('1972)-New origin Vampirella ... 225.00
Special 1 ('1977, Jape squarebound) ... 25.00

VAMPIRELLA (WARRIORS OF PLUNDER 3rd Series) Flip book, Vampirella/Warrior
Nov, 1992-No. 5 Jun, 1993-2.95, color)
0 ... 4.00
0-Gold ... 45.00

overstreet comic price guide

Vertigo Visions - The Geek #1

1-Jim Balent inks & A. Hughes-c/H #1-3.....40.00
1-2nd printing.....7.00
2.....30.00
2-3-1:5 contain certificates for Jane Doe Sleeves Comp. poster; 5-D. Brereton-c.....7.00
Vampirella TPB (10/93, 5.95)-rI/1-4, Jusko-c.....6.00
....CLASSIC
Feb, 1995-No 5, Nov 1995 (2.95, color)
1-5-J.A. Goodwin-s; 1-4-Gonzalez pitsup.....3.00
....DEATH & DESTRUCTION
July 1996-No 3, Sept. 1996 (2.95, color, limited series)
1-3-Conner-a/gb; 1-Tarot c; 2-Hughes c; 3-Jusko c
.....3.00
....MORNING IN AMERICA
1991-No 4, 1992 (2.95, B&W, mini-series)
1-All have Kikuta painted-c.....7.00
2-4.....5.00
....OF DRAKULON
Jan, 1996-Present (2.95, color)
1-5-r/3-psychogeek w/card, 4-Tex-c.....3.00
....PIN-UP SPECIAL
Oct, 1995 (2.95, color one-shot)
1-Pin ups, gals-ops by various.....3.00
1-xxsaint-c.....10.00
.... SAD WINGS OF DESTINY
Sept, 1996 (1.95, color, one-shot)
1-Jusko-c.....4.00
....SHADOWHAWK: CREATURES OF THE NIGHT
1995 (4.95, color, 1 mod sexes)
1.....5.00
....STRIKES
Sept, 1995-Present (2.95, color, limited series)
1-4-1-photo-c; 2-Deodato c, psychogeek w/card, 5, 6-wrap-around c; Faulconer-1,app 5-alternate c; 6-Tex-c.....3.00
1-Newsstand Ed., different photo c.....10.00
1-Limited Ed.; different photo c.....10.00

VAMPIRE TALES
Aug, 1997-No 11, June, 1975 (B&W magazine)
Marvel Comics Group
1-Medina, the Living Vampire begins by Marcos (1st solo Morbius series & 5th Morbius app.).....25.00
2-Intro Satana; Steranko-c.....10.00
3, 4, 6-10, 3-Satana app, 6-1st Lilith app, 8-Blade app. (see Tomb of Dracula).....5.00
5-Dejah Thoris.....8.00
Annual 1 (10/75)-Heath-r/MP.....3.00

VAMPIRELLA LUXURIA, THE
Feb, 1996-Present (2.95, color)
Brainstorm Comics
1-Cinco-s/a.....3.00
1-Gold-(10,000; gold foil logo.....10.00

VAMPS (DC Comics/Vertigo)
Aug, 1994-No 6, Jan, 1995 (1.95, color, limited series, mature readers)
1-Rolland-c.....5.00
2-6-Rolland-c.....3.00

TPB-(9.95)-r.....10.00
....HOLLYWOOD & VEIN
Feb 1996-No 6, July 1996 (2.25, color, limited series, mature readers)
1-6-Worlando-c.....2.50

VANGUARD ILLUSTRATED (see MR. MONSTER)
Nov, 1983-No 11, Dec, 1984
Pacific Comics
1 (6.8) 11.2-Dave Stevens-c.....1.50
2-1st app. Mr. Monster.....5.00

VAULT OF EVIL
Feb, 1973-No. 23, Nov, 1975
Marvel Comics Group
1-(1950s reprints begin).....3.00
2-23, 3, 4-Brunner-c.....15.00

VELOCITY
Nov, 1995-Present? (2.50, color)
Image Comics/Top Cow Productions
1-3-Dukes-s; 2-Spaeg Dragon-c/app.....2.50

VENGEANCE OF VAMPIRELLA (see WARP #14.)
Apr, 1994-No 25, Apr, 1996 (2.95, color)
Harris Comics
1-(1) 59-Quesada/Palmiotti "Incedible" wraparound c
.....20.00
1-(3.50) 2nd printing; blue foil c.....5.00
1-Gold.....40.00
2.....12.00
3-4.....7.00
5-25, 8-Rollaghaged w/trad.cg card, 10-w/dog pin for +$pin-25 poster 11, 18-Rollaghaged w/trading card 23-Fabry c, 24-Deodato c, 25-Quesada & Palmiotti end fa'c+.....3.00
Bloodbred (10, 6.95, TPB).....7.00
Vengeance Vault #1/2.....4.00
Holo 1995-Present (2.95, color)
0.....3.00

VENOM (Marvel/Comics)
....ALONG CAME A SPIDER
Jan, 1996-No 4, Apr 1996 (2.95, color, limited series)
1-4-Spider-Man, Carnage app.....3.00
....CARNAGE UNLEASHED
Apr, 1995-No 4, Aug, 1995 (2.95, color, limited series)
1-4.....3.00
....FUNERAL PYRE
Aug, 1993-No 3, Oct, 1993 (2.95, color, limited series)
1-3-Holo-grafx foil c, Punisher app. in 2.....3.00
....LETHAL PROTECTION (See Amazing Spider-Man #299)
Feb, 1993-No 6, July 1993 (2.95 limited series)
1-Red holo-grafx foil-c.....5.00
1-Gold variant sold to retailers.....20.00
1-Black-c variant.....+150.00
2-6-Spider-Man app. in all.....3.00
....NIGHTS OF VENGEANCE
Aug, 1994-No 4, Nov, 1994 (2.95, color, limited series)
1-4-1 foil holo-c.....3.00
....SEPARATION ANXIETY
Dec 1994-No 4, Mar 1995 (2.95, color, limited series)
1-4-1 Embossed-c.....3.00
....SINNER TAKES ALL
Aug, 1995-Present (2.95, color, limited series)
1-5.....5.00
....SUPER SPECIAL
Aug, 1995 (3.95, color)
1-Embossed-c.....4.00
....THE ENEMY WITHIN
Feb, 1996-No 4, Apr, 1996 (2.95, color, limited series)
1-3-Dermody-c/a & Mortlock-a; app. 1-Grow-in-the-dark-c.....3.00
....THE HUNGER
Aug, 1996-No 4, Nov, 1996 (1.95, color, limited series)
1-4.....2.00
....THE HUNTED
May, 1996-No 3, July, 1996 (2.95, color, limited series)
1-3.....3.00
....THE RACE
May 1994-No 3, July, 1994 (2.95, color, limited series)
1-3-1 Embossed cover.....3.00

....THE MADNESS
May, 1993-No 3, Jan, 1994 (2.95, color, limited series)
1-3-Volley Jones-c/a 1 Embossed-c.....3.00

VENUS DOMINA
July, 1996-Present (2.95 c/f 95 color, mature readers)
Verotik
1-(4.95) embossed-c; nudity; Dave Stevens-c.....5.00
1-(2.95) San Diego Edition; Wing & Bi-cut.....3.00

VERMILLION
Oct, 1996-Present (2.25, co-or)
Dark Horse Comics
1,2-Guedes Shepard s/Donovan a.....2.25

VEROTIKA
May, 1995-Present (2.95, color, arc ill. readers)
Verotik
1.....10.00
1-12-1-Pulido-a; 10-nudity-c.....3.00

VERTIGO (DC COMICS)(See ABSOLUTE VERTIGO)
....GALLERY
1995 (3.50, color, one-shot)
1-pin-ups by various; Dickon c.....3.50
....JAM
Aug, 1993 (3.95, color, 68 pgs.)
1-Sandman by Gaiman; Swamp Thing, etc.....4.00
....PREVIEW
1992 (25¢, color, 32 pgs.)
1-Vertigo preview; Sand man story by Gaiman.....2.00
....VERITE: THE UNSEEN HAND
Sept, 1996-Present (2.50 color/ limited series)
DC Comics
1-Lobo.....2.50
....VISIONS
1993/1994/1995 (ea/ov)
DcDcrull 1 (6.95, 7/94).....4.00
The Geek 1 (11.95, 6/93).....4.00
The Phantom Stranger 1 (3.50, 10/93).....3.50
The Taters 1 (4.95, color, 1995), Mulligan s.....5.00

V FOR VENDETTA
Sept, 1988-No 10, May, 1989 (2.00, color, mini-series)
DC Comics
1-10-After Moore scripts in all.....2.00
TPB (1990, 14.95).....15.00

VIGILANTE: CITY LIGHTS, PRAIRIE JUSTICE
Nov, 1995-No 4, Feb, 1996 (2.50, color, limited series)
DC Comics
1-4-Robinson s.....2.50

VIOLATOR (See Spawn #2)
Feb, 1994-No 8, Aug, 1994 (1.95, color)
Image Comics/Todd McFarlane Productions
1-Alan Moore s.....5.00
2-3-Alan Moore s; spin-a-Rant pages in app.....4.00

VIOLATOR VS. BADROCK
Mar, 1995-No 4, Aug, 1995 (2.50, color, limited series)
Image Comics/Extreme Studios
1-4-Alan Moore s; 1-variant-c (3?).....3.00

VISIONS
Feb 19, 1978-No 5, 1983 (B&W, fanzine)
Media Publications
1-Fleming Carrot stories.....55.00
2-Fleming Carrot stories.....30.00
3-Fleming Carrot stories.....15.00
4-Fleming Carrot covers and info.....20.00
5-(1983)-1 page Fleming Carrot.....2.00
Note: Also see Visions Review an annual publication of the Atlanta Fantasy Fair.

VOGUE
Oct, 1995-Present? (2.50, color, limited series)
Image Comics/Extreme Studios
1-3-Lobello.....2.50
1-variant-c.....3.00

VOODOO+ZEALOT: SKIN TRADE
Aug, 1995 (4.95, color, one-shot)
Image Comics/Wildstorm Productions

1.....5.00

VORTEX
1986 (2.95, co-op)
Eniety Comics
1, 3D: Th. Kar-Sign-c.....3.00

WALT DISNEY GIANT
Sept, 1995-Present (2.25, co-op, bi-monthly)
Gladstone Publ./Gladstone
1-Fleming Carrot stories.....20.00
511 512.....12.00
514 5 6 520 522 523 Rosa a.....7.00
517 518 571 572 573 574-576 578-info-rv's; 547-Rosa-a
.....3.00
548-1'50, 6/90)-1st Disney issue.....2.25
549 551 570, 572, 573, 577 579, 581, 584.....7.00
550 12 251-0 Duck by Barks.....3.00
571 12 98 68 pgs., 12/) Acorn Booth Jr by Barks-Rosa-a
1947 Cheerios Premium.....4.00
576-578 580, 582, 583, (2.95 68 pgs.).....4.00
585-12 50, 52 pgs.) Reprints #140.....4.00
586, 587 11 580-Gladstone begins again.....2.00
588 589.....2.00
600-12 95, 48 pgs.) 1, B Cole-c, r/first issues by Barks, Rose & Vitt Reprints.....3.00
601-12 95, 48 pgs.) bi-monthly; 601-Barks-c/Rosa-s/a 602-Rosa-c; 605-Vitt-r by-a.....6.00

WALT DISNEY'S DONALD AND MICKEY (Formerly Mickey and Donald)
No 19, Sept, 1993-1995 (1.50, color)
The Bruce Hamilton Company (Gladstone)
19, 21-24, 26 30 35 Barks, Murry-c 22-Barks "Omelet" story r/WDCS #146.....4.00
20-12 95 68 pgs.) Barks-c.....5.00
25-12 95 68 pgs).....5.00

WALT DISNEY'S DONALD DUCK
Oct, 1986-No 279, May, 1990; No. 280, Sept, 1993-Present (color)
Gladstone Publ.
246-249.....10.00
247-249.....5.00
250-01, 92, 68 pgs.) Reprints #1 #9.....15.00
251 252.....7.00
253 12 52 pgs.) r/Variation Paradise #1.....6.00
254 260.....3.00
261 277.....2.25
278 279-12 95, 68 pgs.)-"Happy Birthday, Donald"-c.....3.5
295-299 295-beg rs 1-50-c.....1.5

WALT DISNEY'S DONALD DUCK ADVENTURES
Nov, 1987-No 20, Apr, 1990 (95¢, color)
No 21, Aug, 1993-Present (1.50, color)
Gladstone Publ./Gladstone
1.....7.00
2-r/Four Color #308.....3.00
3, 4 6, 7, 9-11, 13, 15-18.....2.00
5-B-Rosa-a; r/#159.....4.00
12-Rosa story/art w/ Barks poster.....4.00
14 r/F.C. 29 - The Mummy's Ring (Barks).....3.00
19, 20 (1.95, 68 pgs.).....3.00
21-Rosa-c, r/Secret of Pondorica (B.D. #46).....2.2
22 r/F.C. 282-The Pixilated Parrot (Barks).....2.2
23 27, 29 31 33 21, 23, 29-Rosa-c, 31-Pik-ooc-c, 33-r/FC #400.....2.2
28-12 95, 68 pgs.)-r/F.C. 199, Sheriff of Bullet Valley (Barks).....6.0
30-12 95, 68 pgs.)-r/F.C. 367 "Christmas for Shacktown" (Barks).....4.00
34-11 34 beg rs 1-50-c; 34, 35, 37-B Block-s/a.....1.5

WALT DISNEY'S DONALD DUCK ADVENTURES
...ume 1990-Mar 19, July 1993 (1-51, covers)
Disney Comics
1 Rosa story & art (1st Disney issue) 4.00
2–18 ..... 2.00

WALT DISNEY'S DONALD DUCK AND MICKEY MOUSE
1995 Present (1-50, covers)
Gladstone Publishing
1–7 ..... 1.50

WALT DISNEY'S UNCLE SCROOGE
Oct. 1986-No. 242, Apr. 1990 (Gilbert
Inc. 242, June 1990-Present
Gladstone Publ./Disney Comics #243, 280/Gladstone
#281 on
1 (6¢, Inc. Beagle Boys 25.00
1 (75¢)-2 ..... 15.00
2 (1), Son Of The Sun by Rosa 25.00
2 (2), Don Rosa story 5.00
2 (3)-2 (10, 224, 226, 227-Rosa 3.00
225, 228-230, Rosa story/art 3.00
2 (1), 242-(1-95), 68 pgs. 3.00
242-249, 251-284 (1.50) 283: VIDEO's #58 ..... 2.75
250-52, 2.50, 62 pgs./Barks 3.00
285-The Life and Times of Scrooge McDuck Pt.1/Rosa-c/a/scripts 9.00
286-291-The Life and Times of Scrooge McDuck Pt.2-7, Rosa-c/a/scripts 9.00
Ann. 2 (88) 3.50

WALT DISNEY'S UNCLE SCROOGE ADVENTURES
...ncle Scrooge Adventures #1-3)
No. 1987-No. 21, May, 1995 (95¢, colorful issues)
No. 22, Sept. 1995-Present (1.50, colors)
Gladstone Publ.
1 ..... 8.00
1-Rosa c-4 ..... 4.00
6-19, 9, 14 Rosa art 3.00
20, 23-(1.95)-20-Rosa c/a 3.00
21 (7.50), Rosa cover/c/a 5.00
22 (95, 68 pgs.)-Inc. Phantom Blot, Barks r 4.00
24-26, 29-31, 32, 34, 35, 24, 25, 29, 31, 32 Rosa-c/a(s) 2.00
27-Team-ups of the Last Library, Rosa c/a/story, cover of the Junior Woodchucks Guidebook 5.00
28 (2.95, 68 pgs.)-(4.95) #33 with restored missing panels, Rosa c 4.00
33 (2.95, 68 pgs.)-(4.95) #32, Rosa-c, 33-(2.95) 4.00
34 (2.95, 64 pgs.)-new Barks sty 3.00
37-41, 43-begin 1.50-c 1.50

WALTER see THE MASK!
Feb. 1996-No. 4, May, 1996 (2.50, color, limited series)
Dark Horse Comics
1-4-Mark character 2.50

WANDERING STAR
1993-Present (2.50/2.75, B&W)
Jen & Kris Comics/Sirius Entertainment
1 (9.12.50) Jen & Wendi-c/a in all 3.00
10, 11-10-begin 2.75-c 2.50
12, 13, 12-(1.95), 2.50) 1st Sirius issue 2.50
1TPB-(11.95) rpt 1-7 ..... 12.00

WANTED: THE WORLD'S MOST DANGEROUS VILLAINS
1 (Aug. 1972, 96 p. Avg-Sept. 1973 (All 20¢ issues)
Charlton Comics (All reprints)
1 Batman-story, Green Lantern-c/Gil Kane r 10.00
2 Batman/Joker/Penguin-c/story reprinted from Batman #25 ..... 8.00
3-9 All Reprints 4.00

WARBLADE: ENDANGERED SPECIES
Nov. 1995-No. 4, Apr. 1995 (2.50, color, limited series)
Image Comics/Wildstorm Productions
1-4: 1 Garfield wrap-around-c 2.50

WARCHILD
No. 1, 1995-No. 4, Aug. 1995 (2.50, color)
Image Comics
1, Gefeld c/a 3.00
2–4 ..... 2.50
1-3-variant-c 3.00

WARLOCK (The Power Of...) (See Fantastic Four #66, 67, Incredible Hulk #178, Infinity War, Marvel Premiere, Silver Surfer #46, Strange Tales, Thor 165)
Aug. 1972-No. 8, Oct. 1973, No. 9, Oct. 1975-No. 15, Nov. 1976
Marvel Comics Group
1-Origin retold by Kane 25.00
2, 3 ..... 10.00
4-8: 4-Death of Eddie Roberts 7.50
9-2nd Thanos saga begins; Thanos cameo; Starlin c/a on 9-15 ..... 9.00
10-Origin recap Thanos & Gamora, Thanos r/story 5.00
Thanos vs. Magus-c/story 50.00
11-Thanos app.; Warlock dies 25.00
12-14: Saga ends, 14-Last 25¢ issue 10.00
15-Thanos-c/story 20.00

WARLOCK (...Special Edition on cover)
Dec. 1982-No. 6, June 1983 (2.00 Direct)
Marvel Comics Group
1-6-Thanos r/Iso Tales 178-181, Warlock 9-15, Many Team Up 55, Avengers Ann. 7, Marv 2 in 1 Ann. 7
Special Edition #1 (1/1983) 2.25

WARLOCK
May 1992-No. 4, Oct. 1992 (2.50 color mini-series)
Marvel Comics
V2#1, 6-r/Warlock Special Edition series 2.50

WARLOCK AND THE INFINITY WATCH
Feb. 1992-No. 42, July, 1995 (1.75, 1.95 color)
Marvel Comics
1,2-1st Starlin scripts begin; Austin c/a(p) in 1-4, 7 sequel to Infinity Gauntlet, Brief origin recap Warlock, 2-origin Moondragon 2.00
3-24, 26, 27-Resists The Magus, Moondragon app. 8, 9-Gamora battles Thanos-c/story, 10-Thanos-c/story, 13-Hulk app. 1.75
25 (2.95, 52 pgs.)-Die cut embossed double-c; Thor & Thanos app. 3.00
28-42: 28-Begin 1.95-c, bound-in card sheet 42-Final issue 2.00

WARLOCK CHRONICLES
June, 1993-No. 8, Feb. 1994 (2.00, color, rs-c series)
Marvel Comics
1-(2.95)-Hats-gets iced & embraced-c, origin retold, Starlin scripts begin; Keith Williams-l, 1-10 ..... 3.00
2-8: 3-Thanos & Magus/co-c/story #-vs. Magus-c/story 2.00

WARLORD, THE
Jan-Feb. 1976-No. 133 Winter, 1988 (69 Nationwide Periodical Pubs./DC Publications)
1-Conrad from Ivar Issue Spanish Mike Grell-a 15.00
2-Venn Machine 8.00
3–5 ..... 5.00
6-10: 6-Intro Mariah. 9-New costume 4.00
11-20: 11-Origin Omac by Starlin 3.00
21-40, 37, 38-Origin Omac by Starlin 2.00
41-47, 49-130, 132-51-Reprints #1 100-double size 1.50
48-(52 pgs.)-1st app. Arak 2.00
131-(Collector's ed.)-w/DC (1988) 3.00
133-Last issue (52 pgs.), 150 ..... 5.00
Annual 1 (1982) 2.00
Ann. 2-4: 2-(1983-87) 1.00

WAR MACHINE (See Iron Man #281, 282 & Marvel Comics Presents #152)
Apr. 1994-No. 23, Apr. 1996 (1.50, color)
Marvel Comics
"Ashcan" Edition (no date, 75¢, B&W, 16 pgs.) 0.75
1-(2.95, 52 pgs.) Collectors Ed., embossed foil-c, Cable app. 3.00
1-(1.50, 32 pgs.) Newsstand Ed., Cable app. 2.00
2-14, 16–22: 2-Bound-in trading card sheet; Cable app. 2,3-Deathlok app. 22-vs. Iron Man 1.50

8-(2.95)-Polybagged w/16 pg. Marvel Action Hour preview and poster print; red/yellow logo 3.00
15, 12.50) Flip Book 2.50

WARRIOR
May 1996 Present (2.95, color)
Chrome Comics
1 Warrior of Callahan-c/a 3.00
1 variant-c 7.00

WARRIOR NUN AREALA (Areala #1 on Cover)
Dec. 1994-No. 3 Apr. 1995 (2.95, color)
1 Special Ed. (5,000) 10.00

1 bagged w/CD 6.00
...PORTRAITS
Mar. 1996 (1.95 color, one-shot)
1 pin-ups 4.00
...RITUALS
...ly 1995-No. 6, June, 1996 (2.95, color)
1–5 ..... 3.00
6 (3.50) 3.50
...VS. RAZOR (see WOLVERINE)
May, 1996 (1.95 color, one-shot)
1 Diana c/a 4.00
1 (9.95) CD version polybagged w/CD 10.00

WARRIORS
1993 (11.00, one-shot)
EFO Productions
1 Leisure, Dark One a 25.00

WATCHMEN
Sept. 1986-No. 12, Oct. 1987 (maxi-series)
DC Comics
1–12 ..... 4.00
Hardcover Collection, slip-cased (Egmont's Dragon), 1/1, 12-w/new material 50.00

WEAPON X
Mar. 1995-No. 4, June, 1995 (1.95, color)
Marvel Comics
1-Age of Apocalypse 6.00
2–4 ..... 4.00

WEAPON ZERO (Image Comics/Top Cow Productions)
Nov. 1995-Present (2.95, color)
0–4 Simonson story 3.00
...VOLUME II
May, 1995 Present (2.50, color)
1 7.5 monsters 2.50

WEB OF SCARLET SPIDER
Oct. 1995-No. 4, Jan. 1996 (1.95, color)
Marvel Comics
1–4-replaces "Web of Spider-Man" 2.00

WEB OF SPIDER MAN
Apr. 1985-No. 129, Sept. 1995
Marvel Comics Group
1-Spin app. Black costume 40.00
2, 3 ..... 12.00
4-8: 7-Hyde & gun 6.00
9-13: 10-Painted 4.00
14, 28, 18-(90¢)-1st app. Venom (behind the scenes, not shown) 19-Intro Hombugg & Scrir 5.00
29-New Hobgoblin (Macendale), Walt-r/w/c app. 35 40-Origin recap Rose & Hobgoblin (Leeds) 5.00
31, 32-1st part Raven storyline begins 10.00
33-37, 39-47, 49 ..... 1.00
38-Hobgoblin app. 10.00
48-Origin & 1st full app. of demonic Hobgoblin (Demogoblin) card in Iron Spider-Man #147 ..... 25.00

50-(1.50, 52 pgs.) 2.50
51-56 ..... 1.00
59 Cosmic Spidey cost. from Sp. Spider-Man 10.00
60-65, 68 (85 ¢)-87, 89, 91-94: 89-Begin Hobgoblin Reign, Hobgoblin #1 story, 90-94-Hobgoblin (Macendale) reborn-c/app. 2.00
66, 67, 88, 66.5)-Green Goblin app. as a super hero, 66-Demon leaves Hobgoblin, 1st Demogoblin 3.00

Weapon Zero #7

90-(2.95, 52 pgs.)-Silver hologram-c/polybagged w/poster 5.00
96-2nd print, gold hologram-c 3.00
95-Begins 4-part x-over w/Spider-Man 3-60
96-99, 101-106 104-106 Hologram back-cvrs 2.00
100 (2.95, 52 pgs.) Holo-gram foil-c & new Spider-Man app. 3.25
107-111, 107- new Sandstorm, Sand & Quicksand app. 2.25
112-116, 118, 119, 121, 124, 126-128-112-Begin 1.50-c, bound-in trading card sheet, 113-Cardiac app. 118-1st solo clone, Venom app. 119-Intro Xavier, Scarlet Spider, Venom app. 127-Max. Clonage pt. 2 128-card sheet 1.50
133-(2.95)-Collector's Ed. polybagged w/foil-c & tpg. preview of S-M Scarlet & Javentacle-cr 3.00
117-(1.50)-Flip book, Power & Responsibility pt. 1, 1.50
117-(2.95)-Collectors edition/foil-c/flip book 3.00
119-(6.95)-Direct ed. polybagged w/Marvel Milestone Annot. S-M #150 & coupon for Amaz. S-M #396, S-M #53 & Spect. S-M #219 ..... 6.50
120-(2.95)-Flip book w/preview of The Ultimate Spider-Man 3.25
125-(3.95)-Holofoil-c-Gwen Stacy clone 4.00
125-(2.95)-Newsstand 3.00
Super Special (1.95, 1.95) 1-Flip book 4.00
Annual '87-'95) 3.00
Annual 2-('90) Active Adams-a 6.00
Annual 3-('91) 3.00
Annual '94-'95)-Evolutionary War 3.50
Annual 5-('95, 2.00) Atlantis Attacks 2.25
Annual 6-('95, 2.00)-Punisher backup story 2.25
Annual 7-('91, 2.00) Origin recap of Hobgoblin I & II, Green Goblin & II, Venom/Lethal/Austin c/a 2.75
Annual 8-('92, 2.25)-Venom story pt. 3 ..... 2.25
Annual 9-('93, 2.95)-Polybagged w/card, ... 3.50
Annual 10-('94, 2.95, 68 pgs.) 3.00

WEEZUL
Aug. 1996-Present (2.75 (5.00, 80 Pg)
Lightning Comics
1-Origin 2.75
1b-(3.00) 3.00
1-(9.95) Commemorative Ed 10.00

WEIRD MYSTERY TALES (See DC 100 Page Super Spectacular #4)
July-Aug. 1972-No. 24, May, 1975
National Periodical Publications
1-Kirby-a, Wrightson splash pg. 8.00
2-24: 4-Starlin-a. 24-Wrightson-c 3.00

WEIRD WAR TALES
Sept.-Oct. 1971-No. 124, June, 1984
National Periodical Publications/DC Comics
1-Robert-a in 5-4, 7-1-7 ..... 10.00
2, 3-Drucker-a. 2-Crandall-a. 3-Tr. Heath-a 6.00
4-7, 9, 10, 15, 0, 10-Fish-a 4.00
8-Neal Adams c/art 7.00
11-50: 30-Crandall-a. Robert r/#7 ..... 3.00
51-65, 69-87, 89-124: 91-Wrightson c/feature

What If #9

Commandos. 101-Iotrio/engn G.I. Robot ..1.75
64.-68-Frank Miller-a ..2.50

WEIRD WESTERN TALES (see JONAH HEX)
No. 12, June-July, 1972-No. 70, Aug. 1980 (Formerly All-Star Western)
16th-cent Peruvian girl Fs, Alcatraz
12-(52 pgs.)-3rd app. Jonah Hex, Bat Lash & Pow Wow
Smith-c; El Diablo by Kiea, Adams/Wrightson ..25.00
13-4th app. Jonah Hex, Neal Adams-a ..15.00
14, 29, 34-Tuska-a. 23-Ongo-a Jonah Hex ..9.00
15-Neal Adams-c/a, no Jonah Hex ..5.00
16, 17, 19-28, 30-38: Jonah Hex-r/a all .38-Last Jonah Hex
..4.00
18-1st all Jonah Hex issue (7 8/77) & begins ..8.00
39-70: 39-Origin/1st app. Scalphunter & begins ..3.00

WEIRD WONDER TALES
No. 1, Feb. 1973-No. 22, May 1977
Marvel Comics Group
1-Wolverton-c/Meskin-a; Eye of Doom ..3.00
2-22: 19-22-Dr. Doubt (Doom)-r ..2.50

WEIRD WORLDS
Aug-Sept., 1972-No.9, Jan-Feb, 1974; No. 10, Oct-Nov, 1974
National Periodical Publications
1-John Carter/Warlord of Mars & David Innes begin (1st DC app.); Kubert-c (1-10 are 20¢ issues) ..5.00
2-7-Tuska-a. 2-Origin/1st app. Amtor ..3.00
8-10.8-Jon Wolf begins; 1 issue by Clayton ..1.75

WEREWOLF (Also see Dracula & Frankenstein)
Dec, 1966-No. 3, Feb. 1967
Dell Publishing Co.
1-1st app. Eleanor Ivens ..7.00
2, 3 ..4.00

WEREWOLF BY NIGHT (Also see Giant Size & Sept., 1972-No. 43, Mar. 1977
Marvel Comics Group
1-Phase-a; cont'd Marvel Spotlight #4 ..45.00
2 ..25.00
3-5 ..15.00
6-10 ..12.00
11-20: 15-Wine origin. Dracula-c/a ..10.00
21-31 ..7.00
32-Origin/1st app. Moon Knight (8/75) ..55.00
33-2nd app. Moon Knight ..30.00
34-36, 38-43 ..4.00
37-Moon Knight cameo ..8.00

WEST COAST AVENGERS
Sept., 1984-No. 4, Dec., 1984 (Mini-series)
Marvel Comics Group
1 ..2.00
2-4 ..1.50

WEST COAST AVENGERS (Avengers West Coast #68 on)

Oct., 1985-No. 102, Jan. 1994 (Regular series)
Marvel Comics Group
1 ..1.50
2-41 ..1.00
42-Iron Borne-a/Vargas beam, ends #57 ..2.00
43-49, 48 Becomes Avengers West Coast ..1.00
50-Re-intro original Human Torch ..1.50
51-74, 76-99-97, 87-Wolverine-c/a/ty ..1.25
75-(1.50, 52 pgs.)-F. Faust-a over ..1.50
100 (1.95, 68 pgs.)-Red foil enhanced-c, cover of Avengers #57 ..4.00
101-102: 101-X-Men-c/ over ..1.75
Annual 1 ('86) ..2.00
Annual 2 ('87, 1.25) ..2.00
Annual 3 ('88)-Evolutionary War ..2.75
Annual 4 ('89, 2.00)-Atlantis Attacks ..2.25
Annual 5 ('90, 2.00) Annual 6 ('91, 2.00) ..2.00
Annual 7 ('92, 2.25) Darkhawk app. ..2.25
Annual 8 ('93, 2.95) Polybagged w/card ..3.00

WESTERN COMICS
Aug, 1970-No. 33, Nov, 1975 (1 it:68 pgs. / 52 pgs.)
Marvel Comics Group
1-Ghost Rider (western) begins, ends #7 ..5.00
2-33: 7-Origin Ghost Rider retold. 10-Origin Black Rider. 12-Origin Matt Slade ..3.00

WESTERN KID, THE
Dec, 1971-No. 5, Aug, 1972 (All 20¢ issues)
Marvel Comics Group
1-Reprints; Rawhide c/a(3) ..4.00
2-5: 2-Reprints; Severin-c ..2.50

WESTERN TEAM-UP
Nov, 1973 (1Shot)
Marvel Comics Group
1-Origin & 1st app. The Dakota Kid ..2.00

WETWORKS
June, 1994-Present (1.95/2.50, color)
Image Comics/Wildstorm Productions
1-"Jolly"-cn-c; Golofski wraparound-c; Kubert/Williams-c/a ..3.00
1-Chicago Comicon Ed ..10.00
2-4 ..3.00
3 Alternate Portacle-c; see Deathblow #5 ..3.00
5-(2.50)-6-7, 9, 20, 13 Portacle-c, 16-"Fire From Heaven" pt. 4 of "Fire From Heaven" pt. 11 ..2.50
8-(1.95)-Arrowcast/Wildstorm Rising pt 7 ..2.00
8-(2.50) Direct Market; Wildstorm Rising pt 7 ..2.50
Sou.ncbook 1 (10/94, 2.50) Text & .cbs.-no comics ..2.50

WHAM-O GIANT COMICS
Ago, 1967 (Newspaper size, 96¢, one shot, full color)
Wham O Mfg Co
1-Radian & Goody Bumpkin by Wally Wood ..45.00

WHAT IF?
Feb, 1977-No. 47, Oct, 1984
Marvel Comics Group
1 Reprints Spider-Man/Lizard ..20.00
2 Origin Hulk retold ..12.00
3-5 ..8.00
6-10 & 13 Sweeney pin-in backup "Man Spider" ..7.00
11, 12 ..4.00
13 Conan, Buscema-c/a ..7.00
14-16 ..4.50
17 Ghost Rider & Son Of Satan app. ..6.00
18 Dr. Doom & Dr. 18 app. Spider-Man & Dr. Doom retold ..4.00
27, 28, 27-X-Men app., Moller c/18 Daredevil app. Ultron Rider app. ..10.00
30-"What If ... Spider-Man's Clone Had Lived?" ..15.00
31-Begin 1.00-c; X-Men app., Wolverine app. ..15.00
32-47: 37-Old X-Men & Silver Surfer app. ..3.00
Special (6/86, 1.50, color) ..2.00

WHAT IF...? (2nd Series)
July, 1989-Present (1.25/1.50, color)
Marvel Comics
#291-Evolutionary War ..4.00
2-5: 2-D.D. Plunsher app. ..2.75
6-X-Men ..4.00
7-Wolverine app., Untold Cnslp ..5.00
8, 10, 11-Wolverine-c(ft) ..3.00
9, 12, 13-Xmen ..3.00
10-Punisher app ..3.00
13-15, 17-21, 23, 27-29, 33 Fnsl X app.; Iron Lee-c 13-Cgsuda-c/a. 23-X-Men ..5.00
16-Conan Battles Wolverine ..4.50
22-Silver Surfer by Lim/Austin-c/a ..3.00
24-Wolverine, Punisher app. ..3.75
25-(1.50, 52 pgs.)-Wolverine app ..4.00
26-Punisher app ..2.00
30-(1.75, 52 pgs.) ..3.00
31-42:31-Cosmic Spidey & Venom app. 37-Wolverine ..1.50
43-(1.75, 52 pgs.)-Avengers vs. Galactus ..1.75
47-49, 51-68, 43: Wolverine. 44-Venom/Punisher. 45-Ghost Rider. 46-Cable story. 47-Magneto. 49-Silver Surfer/Thanos. 52-Dr. Doom. 54-Death's Head. 56-Punisher. 59-Wolverine. 60-X-Men Wedding Album ..1.50
50-(2.95, 52 pgs.)-Foil embossed-c; "What If Nick Fnsl Joined Wolverine" ..3.00
61-91-61-begin 1.50-c; bound-in card sheet; Spider-Man, 74-X-Men. 76-Last Watcher-1n title. 77, 83-X-Men. 78-Sidney-c. 80-Wch. 83-Daredevil. 84-Strange Tales. 84, 85-X-Men. 85-Spider-Man. 87-Sabretooth. 88-Spider-Man. 89-Fantastic Four. 90-Cyclops & Havok. 91-The Hulk ..1.50

WHEELIE AND THE CHOPPER BUNCH (TV)
July, 1975-Feb. 7, July, 1976 (Hanna-Barbera)
Charlton Comics
1, 2-Byrne text stry (early-a) ..8.00
3-7-Staton a, 3-Byrne c & text-a ..4.25

WHERE CREATURES ROAM
July, 1970-No. 8, Sept, 1971 (Pre-hero reprints in all)
Marvel Comics Group
1-Kirby/Ayers-c; Dikko-1-2, 4, 6, 7 ..5.00
2, 8-Kirby-r ..3.00

WHERE IN THE WORLD IS CARMEN SANDIEGO? (TV)
June, 1996-Present (1.75, color)
DC Comics
1-5-adaptation of TV show ..1.75

WHERE MONSTERS DWELL
Jan, 1970-No. 38 Oct, 1975 (Pre-hero reprints in all)
Marvel Comics Group
1-Kirby/Ditko-r ..3.00
2-10, 12, 4-Crandall-r. 12 Giant-size ..3.00
11, 13-37-10, 20-Starlin-c ..2.50
38-Williamson-r/World of Suspense #3 ..3.00

WHERE'S HUDDLEY (TV) (See Fun-In #5)
Jan, 1971-No. 3, Dec, 1971 (Hanna-Barbera)
Gold Key
1 ..10.00
2, 3-3 Reprints most of #1 ..6.00

WHOA, NELLIE! (Also see GIRL CRAZY & LOVE AND ROCK)
July, 1996-Present (2.95, B&W, limited series)
Fantagraphics Books
1, 2-Jamie Hernandez-c/a ..3.00

WHO'S WHO IN STAR TREK (See STAR TREK)
Mar, 1987-No. 2, Apr, 1987 (1.50, color)
Marvel Comics
1, 2 ..1.50

W.I.C.K.'S ADVENTURES
Sept, 1994-No. 0, Jun, 1995 (1.95, color)
Image Comics/Wildstorm Productions
1-5 ..2.00
6-10: 6-Image 2.5O-c ..2.50
Sourcebook 1 (1/95, 2.95) ..3.00

W.I.C.K.E.D.: COVERT ACTION TEAMS
Aug, 1995-No. 4, Mar, 1993; No. 5, Nov, 1993-Present (1.95/2.50, color)
Image Comics/Wildstorm Productions

1-1st app.; Fnl Lee-c/a in a 2-contrast 2 trading cards (2 versions in all, each with a different card) ..10.00
1-Foil Hill Ed, sgnd ..40.00
1-(All gold foil unsigned) ..15.00
1-Newsstand ed., w/o cards ..3.00
2-(2.50)-Prism foil stamped-c, direct sales only; contains coupon for image Comics #0, for app. Weirdwave by Portacio (4 pg preview) ..8.00
2-With coupon missing ..2.00
2-Direct Sale insignia w/no poster-c ..5.00
2-Newsstand copy w/no poster-c ..3.00
3-4-(2.50)-3-Lee/Lofficier-c. 4-Polybagged w/Troops card; 1st app. Tribe by Silvestri. Yes,egbood comics ..8.00
4-w/signed wrifert Card ..20.00
5-7-(1.95) (note, #6-Gold, #7-Silver editions) ..5.00
8-12-(2.50)-8-Cameo of X-Men's Jean Grey & Scott Summers ..5.00
13-15-Alternate Portacle-c; see Deathblow #5 ..15.00
13-19, 21-24, 26-30:13-Jim Lee/Scott Williams-c/a. Extensive! sc1ces g. 14-Lansen-a/ty. 16-1 Charest-a/John-wyn 23 begin a Alan Moore-a. 29-"Fire From Heaven" pt. 7. 30-"Fire From Heaven" pt. 11 ..2.50
20-(2.50) Direct Market, Wildstorm Rising Part 2; bound-n card ..3.00
20-(1.95)-Newsstand; Wildstorm Rising Part 2 ..2.50
25-(1.95)-w/cp-scored foil-c; Ayn Moore-a ..3.00
W.I.C.K. I's Sourcebook 1 (9/93, 2.50) Foil-embossed-c (note: Gold ed.) ..2.50
W.I.C.K. I's Sourcebook 2 (11/94, 2.50) Polybagged w/2 cards ..2.50
Compendium (6/93, 9.95) Polybagged w/#1-4 w/cover #0 ..10.00
Special 1 (11/93, 1.50, 52 pgs.) Trans Atlantic-c/a & pin-up ..3.50

WILDC.A.T.S TRILOGY
June, 1993-No. 3, Dec, 1993 (1.95, color, mini-series)
Image Comics/Wildstorm Productions
1-(2.50)-Mask-cover foil-c. Jae Lee-c/a ..2.50
1 (1.95)-Newsstand ed., w/o foil-c ..2.00
2, 3-Jae Lee-c/a ..2.00

WILDSTAR (Image Comics)
...SKY ZERO
Mar, 1995-Mar. 4, Nov. 1995 (1.95, color, mini-series)
1-(2.50)-Embossed-c; Lee/Williams-c/a ..2.25
2-Gold variant ..5.00
3-Newsstand ed. w/o "Year-Ik-c; not embossed ..2.25
2-4-Collag-c/a in #2-4 ..2.00

WILDSTORM
Image Comics/Wildstorm Entertainment
Sept, 1995-Present (2.50, color)
1 ..2.50

WILDSTORM (Image Comics/WI dstorm Productions)
1994/1995 (2.95-4.95, color)
Chamber of Horrors-1(6/95, 3.50) Shi&e-c ..3.50
Rarities 1 (12/94, 4.95, 52 pgs.)-Flsl Gen 13 ..4.95
Swimsuit Special 1 (12/94, 2.95) ..4.95
Swimsuit Special 2 ('95, 2.50) ..3.00
Universe Sourcebook (5/95, 2.50) ..3.00
...(8/95, 2.50, Limited series) 1-4-cards by various ..22.00

WILDSTORM RISING
May, 1995-(1.95/2.50, color)
Image Comics/Wildstorm Productions
1-(2.50)-Direct Market, Wildstorm Rising Part 1, boun.n card ..3.00
1-(1.95)-Newsstand; Wildstorm Rising Part 1 ..2.50
2-(2.50) Direct Market, Wildstorm Rising Part 10; bound-in card ..3.00
2-(1.95)-Newsstand; Wildstorm Rising Part 10 ..2.50
1998 (10/95 BWS-c ..20.00

WILD WEST SHOW, THE
1996 (5.95, B&W, TPB, one-shot.
Mojo Press
Western stories by various inc Lansdale ..6.00

WILD WILD WEST, THE (TV)
June, 1966-No. 7 Oct, 1969
Gold Key
1-W/ Williams a ..115.00

2 ..... 82.00
3–7 ..... 69.00

WILLOW
June, 1996-Present (2.95, B&W, Angel Entertainment
0 ..... 7.00
0 (5.95) "Black Magic" Foil-c 6.00
0 (12.00) "Nude" Ed 10.00

WISE SON: THE WHITE WOLF
Nov, 1995-Present (2.50, color)
DC Comics/Vertigo
1-No Die Andreoni-s/c,a

WITCHBLADE (Image Comics/Top Cow Productions)
Nov 1995-Present (2.50, color)
Image Comics/Top Cow Productions
1/2-Turner c 17.00
1-Turner alp/i-in all 15.00
2 ..... 12.00
3–7 ..... 8.00
4, 9, & wrap-around-c-9 Damel alp 5.00
9 variant c 5.00
...COLLECTED EDITION
July, 1998-Present 4.95, color, limited series, square-bound,
1, 2, 3, 4-1, 2, 2-c/3, 4, 3-c/5, 6 ..... 5.00

WITCHCRAFT
June, 1994 to Jan, 3, Aug, 1994 (2.95, cover-lettered series)
DC Comics/Vertigo
1-2-Kaluta c/Robertson s 5.00
1-Plum-cm and sam 39.00
TPB-(14.95) 1/97-3-new Kaluta c 15.00

WITCHING HOUR (Combined w/ In The Unexpected with #189)
Feb-Mar, 1969-No. 85, Oct, 1978
National Periodical Publications/DC Comics
1-Boh Jr./Three Witches 24.00
2, 4, 6-Toth a 12.00
3, 5-Wrightson a-3 last 12¢ issue 9.00
4, 7, 9-10 ..... 7.00
8-Toth, Neal Adams a 8.00
13, 14-13-Neal Adams-c/a (p.e.), 14-Williamson/Garzon, Jones-a 5.00
15-20 ..... 2.25
21-85: 38-(100 pgs.) 1.25

WOLVERINE (Also see Incredible Hulk #180, 181 & Weapon Five & 3)
Sept, 1982-No. 4, Dec, 1982 (Mini-series)
Marvel Comics Group
1 Miller c/a-r/ #1 ..... 35.00
2, 3 ..... 25.00
4 ..... 27.00
TPB-(7.87/ 4.95)-r/1-4 ..... 8.00
TPB (9.95)-2nd printing 10.00

WOLVERINE (#1 in ser Marvel Comics Presents)
Nov, 1988 Present (1.50/1.75/1.95, color)

Marvel Comics
1-Buscema-a begins, ends 16 ..... 35.00
2 ..... 20.00
10-Belue clones, 1st battle with Sabretooth 10.00
11-16-Sabretooth c-appears 5.00
17-20-17-Byrne-c/a begins, ends #23 ..... 5.00
21-30: 24, 25, 27-Bolle c 4.00
31-40, 44, 47, 36-Begin 1/2 ..... 3.00
41-Sabretooth claims to be Wolverine's father 5.00
42-Gold 2nd printing 2.00
42-Sabretooth & Cable app.; Sabretooth proven not to be Wolverine's father 5.00
42-Gold 2nd. 2nd printing (1.75)-c) 2.00
43-Sabretooth/Wolverine saga concludes 5.00
45, 46-Sabretooth c-appears 4.00
48, 49-Sabretooth app.; Weapon X sequel 3.00
50-(2.50, 64 pgs.)-Die-cut c; Weapon X sequel can clashes; Wolverine back to yellow costume 5.00
51-74, 76-80-51-Sabretooth c-appx.; 55-57, 71-Gambit app.; 57-Death of Mariko; 60-64-Sabretooth interaction 3.00
75-(3.95, 68 pgs.)-Wolverine holograph on c 7.00
81, 84, 86-91-Begin 1/95-c; Bound-In card sheet 3.00
85-(2.50)-Newsstand edition 3.00
83-(3.50)-Collectors edition 5.00
87-90-(1.95)-Deluxe edition 3.00
87-90-(1.50)-Standard edition 2.00
91-99, 101-107 '97-Return from "Age of Apocalypse"; 93-Juggernaut app. 94-Gen X app. 99-Cannonball app. 101-106-Estate app. 104-origin of Onslaught. 105-Onslaught app. 1.50
100-(2.95) Hologram-c; Wolverine loses Humanity 3.00
100-(2.99) Regular-c 5.00
Annual nn (91, 1992, 4.50)-The Jungle Adventure 4.50
Annual 2 (12/90, 4.95)-Bloodlust 5.00
..."96-'97-99 wrap-around-c-Oliver Samson, Sinfire, Yoiko, and Red Rom app. 3.00
Annual nn (#3, 8/91, 5.95)-Fall of Sirius, Cable & New Mutants app.; 2nd print exists 6.00
Battles the Incredible Hulk nn (1989, 4.95, 52 pgs.)-Reprints Incredible Hulk #180 & 181 ..... 5.00
Black Fantasy (1995, 5.95 pgs.)-Keith-a/Wolverine stories from Marvel Comics Presents 85 '92 ..... 7.00
Bloody Choices nn (1997, 7.95) 8.00
...Evolution nn (8/94, 3.95, graphic novel) 6.00
Marvel Comics #1 (1991, 3.95)-Embroidered Cloth c; Mark Hunter, Zaba, Kaz Sasmira & Wolverine, produced in cooperation w/World Wildlife Fund 3.00
Inner Fury nn (11/92, 5.95)-Metallic ink c 6.00
Nine-Ball nn (7/95, 3.95) 4.00
Save The Tiger 1 (7/92 2.95)-Kieth-c/Wolverine stories from Marvel Comics Presents #1-10 ..... 3.00
...Triumphs and Tragedies (95, 16.95, TPB)-r/Obscurity in Alien #109, 172, 174, Wolverine 1st sews #4, Wolverine #41, 42, 75 ..... 17.00
...Typhoid's Kiss (6/94, 6.95)-r/Wolverine stories from Marvel Comics Presents #309-116 ..... 7.00

WOLVERINE (Marvel Comics)
...AND THE PUNISHER: DAMAGING EVIDENCE
Dec, 1995-No. 3, 1995 (2.00, color, mini-series)
1-3: 2, 3-Arcilla says Punisher & Wolverine 2.00
...GAMBIT: VICTIMS
Sept, 1995-No. 4, Dec, 1995 (2.95, color, limited series)
1, 4-Gil c/Joph Lee/c-Sale-c/a 3.00
...KNIGHT OF TERRS
1995 (6.95, color, one-shot)
nn-Coccaro-c 7.00
...SAGA, THE
Sept, 1989-No. 4, Dec, 1989 (3.95, color, deluxe, mini-series)
1-Beginnings; Gilchrist/Austin-c 5.00
2–4 ..... 4.00
...VS. SPIDERMAN
Mar, 1995 (2.50, color, one shot)
1-Marvel Comics Presents #148-50 ..... 2.50

WONDER WOMAN
No. 7, Aug, 1959-No. 329, Jan, 1986

National Periodical Publications/DC Comics
73-90, 93-1st code approved issue 120.00
91, 96, 98, 99, 100 ..... 85.00
95-Alien Bomb cover 90.00
98-New origin & new art team (Andru & Esposito) begin (5/60) 95.00
100 (10/58) 115.00
101-104, 106-110 ..... 75.00
105-Secret origin, r/case (4/59) 400.00
111-120 ..... 55.00
121-126-Adams c-1,4; Orlando a-126 ..... 50.00
127-130 ..... 24.00
131-132-Flying saucer c 23.00
133-138, 160-170, 176-179 (12/66) 19.00
139-Origin retold (10/66), 1st S.A. origin 30.00
140-159 ..... 15.00
171-175, 193-Wood a(i) 16.00
196-198 (52 pgs.)-Reprints 9.00
199, 200, Jeff Jones c-a 20.00
201-210, 201, 202 Catwoman app. 2.00
211-230, 233-266, 269, 280, 284-286 ..... 1.50
231, 232-JSA guest star 2.00
267, 268-Re-intro Diana Man (1980) 10.00
281-283-Joker-c/story 3.00
287-New Teen Titans app. 1.50
288, 291, 301-328 ..... 1.00
300-(1.50, 76 pgs.)-JLA app. 1.50
329-Double size last issue 1.50

WONDER WOMAN
Feb, 1987-Present (1.25/1.50/1.75, color)
DC Comics
1-Perez-c/a begins, covers only #25-60 ..... 3.00
2-10 ..... 2.25
11, 49, 51-62-2nd Last Perez c-60 vs. Jobe 1.00
50 (1.50, 52 pgs.)-New Titans, JLA app. 1.50
63, 81-83 New Directors & Bollard-c/ begins 1.25
64-80, 82 begin 1/90 ..... 1.00
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86-99 ..... 1.00
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104-(2.95) Silver-c; Perez-c/a 3.00
105-(2.95) Regular-c; Perez-c/a 3.00
106-Joker-c/story 2.00
107-(2.95) Deluxe-c; Perez-c/a 3.00
108-(2.95) Collectors-c; Perez-c/a 3.00
109-(2.95) Newsstand-c; Perez-c/a 3.00
110-(2.95) Direct Market, Foil c; Death of Artemis 4.00
111-115 101 John Byrne-c/a begins, beg. 1.95 c; 1/95-106-Jason Blood, Phantom Stranger app. 107-Demon c/app. 108-Amon of Artemis app. 110-Doomsday app. Main part 111 thru end, new Wonder Girl 112-Artemis & Wonder Woman app. 113-Wonder Girl c; Sugar & Spike cameo 2.00
Annual 1 ('88, 1.50)-Art Adams c 2.00
Annual 2 ('89 2.00) 2.00
Annual 3 ('92 2.50) (Cursed)-c/p) 2.50
Annual 4 ('95, 3.50)-Year One story 3.50
Special 1 ('92, 2.95)-Gord Brown/M. Mc... ..... 3.00
...Gallery ('96, 3.50) Ballard c; p-r-a-pgs by various 3.50
...THE CHALLENGE OF ARTEMIS ('96, 9.95)-r/#94-100, Dvedata-c/a 10.00

WORLDS COLLIDE (see SUPERMAN & WILDSTORM series)
July, 1994 (2.50, color)
DC Comics
1-(2.50, 52 pgs.) 2.50
1-(3.95, 52 pgs.)-Polybagged w/trading cards 4.00

WORLD'S FINEST COMICS
No 71, July-Aug, 1954-No. 321, Jan, 1986
National Periodical Pub. /DC Comics
71-(Sizes)-Superman/Batman beg. a in team; Superman & Batman exchange identities 730.00
72-(Sizes) 525.00
73 (Sizes) 545.00
74 ..... 400.00
75 ..... 365.00
76-80 75-1st code approved (1-4/55) 265.00
81-90: 88-1st Robert Luther team-up 215.00
91-93, 95-99 ..... 145.00
94-Origin Superman/Batman team retold 475.00
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111-121 121-Last 10¢ issue 85.00
122-128, 130 142 ..... 42.00
125-Aquaman begins (5/62) 50.00
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151-155, 157-160 ..... 24.00
156-1st Batman/Joker-c/by 40.00
161, 170-Green Arrow-c/a 20.00
162-165, 167-169, 171-174 169-(9/67)-3rd app. new Batgirl (cover and 1 panel cameo) 17.00
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175-176-H. Adams a-r/Der. 225, 229 ..... 17.00
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250-270, 272-289, 292 ..... 3.00
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WORLD'S FINEST
1990 (9.95, cover lettered series)
DC Comics
1-3-Giblons-c/Rude-c/a; Superman & Batman team-up 4.00
TPB-(14.95/6.95)-r/1-3 ..... 20.00

X (See Comics' Greatest World & Dark Horse Comics All)
Feb, 1994-No. 25, Apr, 1996 (2.00, color)
Dark Horse Comics
1-7: 3-Pit Bulls c-over 2.00
8-25: 8-12.00 c/300 c-Close-C & pgs. 18-Predator app. 18-23-Miller c-..... 2.50
...Nova Illustrated Special #2 (6/94, 1.00, 20 pgs.) 1.00
...One Shot to the Head #1-4, 2.50, 36 pgs)-Miller c-..... 2.50

X-CALIBRE
Mar, 1995-No. 4, July, 1995 (1.95, color)
Marvel Comics
1-Age of Apocalypse 5.00
2–4 ..... 4.00

X-FACTOR (Also see Spider-Man and X-Factor)
Feb, 1986-Present
Marvel Comics Group
1-(1.25, 52 pgs.)-Cont'd from FF 286; Ruby Ruthan ages, 20 pgs. 12nd, after X-Men 201) 15.00
2–4 ..... 8.00
5-1st app. Apocalypse (2 pg. cameo) 15.00
6–9 ..... 5.00
7-10: 10-Subterranean app. (11/86, 3 pgs.) cont'd in X-Men #212, 1st app. in X-Men comic 5.00
11-20: 13-Baby Nathan app. in flashback 4.00
21-30 ..... 3.00
31-Jim Lee c/a(p) 4.00
32-Art Archangel (cameo) 12.00
33-1st full app. Archangel 22.00
35, 36-Fall Of The Mutants in #24-26 ..... 4.00
37-50 ..... 2.00
51-57, 59, 61-69: 51-Origin Cyclops 1.50
58-(1.50, 52 pgs.) 2.00
60-Liefeld-c/a (4/88, 1st at Marvel!) 5.00
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71-73-Sabretooth app; 52-Liefeld-c(p) 1.50
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84-87, 89, 90-85 Gil Kane c-a-pl(ts), 66, 67 Baby Nathan app.; cont'd in #88 ..... 2.00
88-Baby Nathan is sent into future 6.00

Y-rolvergers Ann #10, Unc. X-Men #266, Unc. X-Men #221, Unc. Hulk #181 ..... 5.00

...OMEGA

X-ne, 1995 (3.95, color, one-shot)

on-End of Age of Apocalypse 3.00

ne-(4X-51) Gold ed. 50.00

...PRIME

Jery, 1995 (4.95, color, 56 pgs.)

ne-X-Men Holiday Returns 6.00

...RARITIES

1995 (5.95, color, one-shot)

ers-reprints 6.00

...ROAD TO ONSLAUGHT

Oct, 1996 (2.50, color, one-shot

ch-r/w text 2.50

...SPOTLIGHT ON... STARJAMMERS (see X-Men 1/94)

1996-No. 2, 1998 (4.50, 52 pgs.)

1, 2-Starjammers 4.50

...SURVIVAL GUIDE TO THE MANSION

Aug, 1993 (6.95, color)

1-Sport bound 10.00

...THE EARLY YEARS

May, 1994-No. 17, Sep, 1995 (1.50, color)

1 16-r/X-Men #1, 16 w/new s- 3.50

17-(2.50)-r/X-Men #17, 18 ..... 2.50

...THE ULTRA COLLECTION

Dec, 1994-No. 5, Apr, 1995 (2.95, color, limited edition)

1-5-All pan-ups, no story 3-Brereton gatefold c-of X horse 5-wraparound gatefold c-wipull-out poster 3.00

...THE WEDDING ALBUM

1994 (2.95, color, magazine size)

1-Wedding of Scott Summers & Jean Grey 3.00

...ULTRA III PREVIEW

1995 (2.95, color)

nn-Valentine's-a 3.00

...UNLIMITED

1993-Present (3.95, color, 68 pgs.)

1 ..... 7.00

2, 4–7-ongoing of Magneto 5.00

11, 12-11-Magneto & Rogue. 12-"Cerebra gift", Juggernaut-c/app. 4.00

3-Valentioch-c/Story 7.50

10-Dark Beast replaces Beast 6.50

...VISIONARIES

1995 (8.95, color, TPB)

nn-r/Adam & Amy Kubert-a 9.00

...VS. DRACULA

Dec, 1993 (1.75, color, 52 pgs.)

1-r/X-Men Annual #6; Austin-c/a 1.75

...VS. THE AVENGERS, THE

Apr, 1987-No. 4, July, 1987 (1.50, color, mini-series)

1 ..... 3.50

2–4 ..... 2.50

X NATION 2099

May, 1996-Present (1.95, color)

Marvel Comics

1-(3.95) wrap-around, foil c/Ramos-a(p) 4.00

2-6: 2,3-Ramos-a. 4-Exodus-c/app. 5-Exodus app. (cameo) 6-Reed Richards app. 2.00

X-O MANOWAR

Feb, 1992-No. 68, Sept, 1996 (1.95/2.25/2.50, color)

Valiant/Acclaim Comics

1-Partial origin; Barry Smith-a(p) 15.00

2-Barry Smith-c(p) 10.00

3-Austin-c(i) 5.00

4-1st app. Shadowman (cameo) 10.00

5-8: 5-B. Smith-c. 6-Dillon-a(p). 7,8-Unity x-over, 7-Miller c 3.00

9-13: 12-1st app. Randy Calder 3.00

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0-(8/96), 1,500-Wrap-around embossed chromium-c by Joe Quesada, origin, Solar app. 20.00

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X-Patrolman (1995, 1-9.95, 1998) Peripheral-c 10.00

X-O Database #1 ..... 10.00

Yearbook 1 (4/95) 2.95 ..... 3.00

...IRON MAN: IN HEAVY METAL

Sept, 1996 (7.50, cover limited series)

1-Micieza s/Andy Smith 7.50

X-PATROL

Apr, 1996 (1.95, color)

Marvel Comics

1 "Amalgam Comics", Dear also 2.00

XSE

Nov, 1996-Present (1.95, color limited series)

Marvel Comics

1-Bishop & Shard app. 2.00

2-variant-c 3.00

X-TERMINATORS

Oct, 1988-No. 4 Jan 1989 (3.00, color, mini-series, Marvel Comics)

1 ..... 3.00

2, 3 ..... 2.25

4 ..... 1.25

X-UNIVERSE

May, 1995-No. 2, June, 1995 (3.50, color, limited series) Marvel Comics

1,2-Jae-in "Age of Apocalypse" 5.00

YAKKY DOODLE & CHIPPER (TV)

Dec, 1962 (Warner Bros.Cartoons)

1 ..... 50.00

YELLOW CLAW (See Giant Size Man-Thing 1-4)

Oct, 1956-No. 4, Apr, 1957 (All 10¢ issues)

Atlas Comics (Mai-cl)

1-Origin by Maneely 550.00

2-Kirby-a 450.00

3, 4-Kirby-a, 4-Kirby/Severin-c 425.00

YELLOW SUBMARINE

Feb, 1969 (Giant size, 68 pgs.)

Gold Key (Beatles movie tie-in)

35000-902 With pull-out poster 200.00

Without poster 55.00

YOUNGBLOOD (Image Comics/Extreme Studios)

(see Brigade #4 & Megaforce Explosion)

Apr, 1992-No. 4 Feb, 1993 (1.95-2.50, color)

No. 0, June, 1994 (No #1?) Prescott (2.50, color, on-going series)

0, 1/2 (7/93, 3.95) Comic no. 2 cards, 2 cover versions or foreign-type, w/stamp #0 coupon 2.00

1-Contains 2 cards (collect a-1 of 1) & image comics flip book 8.00

1 2nd printing 3.00

2 (Jan, c. 2/93) reader w/2 cards, flip-book, 1st app. Shadowman, Prophet, Brigademen, Kirby & Guardians, Deathblow 5.00

2 2nd printing (1.95) 2.00

3, 5, 7, 10, 13 (Oct, c. 8/93) reader, w/2 cards, flip-book/ 3-1st app. Supreme-a(p). 5-(2/93)-2nd app. Rob Liefeld-c. 7-Pitt, Bloodstrike app. 7,8-Liefeld 2.50

4, 6-(1.50-Spring-Wraparound) 3.50

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8alt-Reprint 2 (7/94, 2.95) Wraparound c 3.00

9-Deathbed-1 (7/93, 2.50) Fold-out panels, 1st app. Dylan & Kamara 2.50

...VOLUME II 2.50

Sept, 1995-Present (2.50, color)

1, 10, 1-r/Cruc.(p)) 1-variant c(i) "Behemoth 4 Extreme Destroyer" p. 4 poly-bagged w/gaming card 10-Jim Lee & Angela & Glory app. 7 Shadowhawk-c.app. 10-Liefeld c 2.50

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...FX-FORCE (see Marvel Comics)

July, 1996 (4.95, color one shot)

1-Cruz-c(p); two covers 5.00

YOUNGBLOOD: STRIKEFILE

Apr 1993-No 17, Feb, 1995 (1.95/2.50/2.95, color, limited series)

Image Comics/Extreme Studios

1-Flip book w/Jae Lee-c/a & Liefeld c/a ma (1st app. The Allies, Gen-

2-Gary Leach-a(i) Gold ed.) 2.00

2-4, 11-(2.50), 11-Polybagged w/trading card 2.50

5-10-(2.95), 5-Liefeld-c(p), 8 & 9-(11/94), 8-5,Pulc-c 3.00

YOUNG MEN

No. 24 Dec, 1953-No. 28, June 1954

Atlas Comics

24-Doig & Gaetan Americ. Human Torch, & Sub-Mariner which are revived, Bird Shi, Topp 650.00

25-28-25-Romita-c/a 600.00

YOUR BE UNDER ARREST

Dec, 1995-No. 8, July, 1996 (2.95, B&W, limited series)

Dark Horse Comics

1-8-manga 3.00

ZEALOT

Aug, 1995-Present (2.50, color)

Image Comics/Wildstorm Productions

1–3 ..... 2.50

ZEN INTERGALACTIC NINJA

1987 (1.25, B&W)

1,2-Copyright-Stern and Cote 5.00

ZEN INTERGALACTIC NINJA: APRIL FOOL'S SPECIAL

1994 (2.50, B&W)

Parody Preview

1-w/Flip story of Rena Intergalactic Chihuahua 2.50

ZEN INTERGALACTIC NINJA (Grisby)

No. 0, June-July, 1993-No. 3, 1994 (2.95, B&W)

0-3-0-Gold foil stamped-c, photo-c of Zen model; 1-3-Foil stamped-c 3.00

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1994-Present (2.25, color)

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1/2-(2.5-c) 2.25

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1994-Present (2.95, B&W)

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1993-No. 3, 1994 (2.95, B&W)

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2, 3-(2.95)-Foil logo 3.00

ZERO HOUR: CRISIS IN TIME (see "DC HOLIDAZE '94 #1-10)

No. 4 (#1), Sept, 1994-No. 0 (9/5), Oct, 1994 (1.50, color, limited series)

4 (#1)-0 (#5) 1.50

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MONTGOMERY AL
334-277-1246

COMICS & CARDS TRADING POST
MONTGOMERY AL
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ARKANSAS

HAWG HEAD COMICS
FORT SMITH AR
501-783-6008

ALTERNATE WORLDS BOOKS & COMICS
HOT SPRINGS AR
501-525 8999

COMIC BOOK STORE
LITTLE ROCK AR
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N LITTLE ROCK AR
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602-649-0807

AAA BEST COMICS, ETC.
PHOENIX AZ
602-997-4012

ALL ABOUT BOOKS & COMICS
PHOENIX AZ
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ATOMIC COMICS II
PHOENIX AZ
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NEW YORK CITY COMICS
PHOENIX AZ
602-863-0374

BIG KIDS TOO COMICS
TUCSON AZ
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FANTASY COMICS
TUCSON AZ
520-620-1880

FAN-QUEST
YUMA AZ
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BALT BOOKS
ALHAMBRA CA
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COMIC HEAVEN
ALHAMBRA CA
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EDDIE'S BULLPEN
ARLETA CA
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EMPIRE COMICS
BELLFLOWER CA
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COMIC RELIEF
BERKELEY CA
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BREA CA
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MEGA CITY COMICS
CAMARILLO CA
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CANOGA PARK CA
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CERRITOS CA
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STAND UP COMICS
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COLLECTORS INK
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NEW AGE COMICS
CHICO CA
916-898-0555

VIRTUAL COMIX ZONE
CHINO CA
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CHULA VISTA CA
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COMIC TOWN
CITRUS HTS CA
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COMIC BOOKIE
CLAREMONT CA
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TRIPLE PLAY'S COMIC CAGE
CLOVIS CA
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FLYING COLORS COMICS & OTHER CONCORD CA
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COSMIC COMICS/CROSSROADS COVINA CA
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PILAND'S SPORTS-CARDS & COMICS
CRESCENT CITY CA
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COMICS INK

CULVER CITY CA
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MELVIN E. NASH
CUPERTINO CA
408-253-2643

TRADEN J'S
DUBLIN CA
510-828-6896

ACTION UNLIMITED
EL CAJON CA
619-442-2915

AMAZING AL'S COMIX & CARDZ II
EL CAJON CA
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ESCONDIDO CA
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FRESNO CA
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HEROES COMICS & CARDS
FRESNO CA
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CANYON COUNTRY CA
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FULLERTON CA
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310-865-4474

MILE HIGH COMICS
GARDEN GROVE CA
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GEOFFREY'S COMICS
GARDENA CA
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LEGACY #4
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LAKE FOREST CA

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J-A-V COMICS
LAKESIDE CA
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TRANSNATIONAL COMICS
LAKEWOOD CA
310-867-7237

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LANCASTER CA
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AMAZING COMICS & CARDS
LONG BEACH CA
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MODESTO CA
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WEST COAST FANTASY
MORENO VALLEY CA
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COMICS-N-STUFF #1
NATIONAL CITY CA
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BRAVE NEW WORLD
NEWHALL CA
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CONTINENTAL NORTHRIDGE CA
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GOLDEN APPLE #2
NORTHRIDGE CA
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NORWALK CA
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COLLECTORS CORNER
OAKLAND CA
510-654-7852

DR. COMICS & MR. GAMES
OAKLAND CA
510-836-1000

ABC COMICS
OCEANSIDE CA
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21ST CENTURY COMICS & TOYS
ORANGE CA
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JOHNNY COMICS
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COASTSIDE COMICS
PACIFICA CA
415-359-1127
WARP NINE
PALMDALE CA
805-273-3271

LEE'S COMICS I
PALO ALTO CA
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ANOTHER UNIVERSE
PANORAMA CITY CA
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COMIC ODYSSEY
PASADENA CA
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COMICS FACTORY
PASADENA CA
818-583-0618

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DARK ANGEL COMICS

POMONA CA
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RANCHO CORDOVA CA
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COLLECTORS CHOICE
REDDING CA
916-222-8750
COMICS N MORE
RESEDA CA
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RONNERT PARK CA
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SACRAMENTO CA
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COMICS & COL-LECTIBLES
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COMIC GALLERY
SAN DIEGO CA
619-483-4855
COMIC-KAZE
SAN DIEGO CA
619-278-0371

COMICS-N-STUFF
SAN DIEGO CA
619-222-8908

A KIZZIAH COMICS
SAN FRANCISCO CA
415-861-1220

CARDS & COMICS CENTRAL
SAN FRANCISCO CA
415-668-3644

COMIC & CARD OUT-POST
SAN FRANCISCO CA
415-753-8515

JEFFREY'S TOYS
SAN FRANCISCO CA
415-546-6551

COMICS AND DA-KIND
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415-753-3037

CAPITOL COMICS & CARDS
SAN JOSE CA
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FUN STUFF COMICS & CARDS
SAN JOSE CA
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GAME DAY SPORTS

CARDS
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MIKES COLISEUM
SAN JOSE CA
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SAN LEANDRO CA
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CAPTAIN NEMO COMICS
SAN LUIS OBISPO CA
805-543-3636

SKY HIGH COMICS
SAN MARCOS CA
619-471-0448

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415-874-1489

ANCIENT DRAGON
SANTA CLARA CA
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SANTA ANNA CA
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SANTA BARBARA CA
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SANTA CRUZ CA
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SELMA CA
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STANTON CA
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KOMIC CON III
STUDIO CITY CA
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COMICS & COMIX
SUISUN CITY CA
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COMICS CONSPIRACY
SUNNYVALE CA
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TORRANCE CA
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MONSTER CELLAR
TORRANCE CA
310-378-7920

TAKESHI YOSHIDA

TORRANCE CA
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SPORTSCARD HEAVEN
TULARE CA
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COMIC CENTRAL
TURLOCK CA
209-668-3539

KOMIC KAZE
TURLOCK CA
209-634-0442

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TUSTIN CA
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GATEWAY CITY COMICS
URUBAN CA
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KOMIC KID
VAN NUYS CA
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VENTURA CA
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RALPH'S COMIC CORNER
VENTURA CA
805-653-2732

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WALNUT CREEK CA
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WHITTIER CA
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DENVER CO
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FEDERAL HEIGHTS CO
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GROTON CT
860-445-2646

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MANCHESTER CT
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ALTERNATE UNIVERSE
NEW HAVEN CT
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SARGE'S COMICS
NEW LONDON CT
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EYE OPENER
NEWINGTON CT
203-666-5866

FLAMINGO ST
BOOK SHOP
NORWALK CT
203-847-7580

HEROES COMICS & CARDS
NORWALK CT
203-750-0505

CLOCKWORK COMICS
ORANGE CT
203-795-8409

LEGENDS CARDS & COMICS
SHELTON CT
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STAMFORD CT
203-353-1720

BARRON'S COMICS & CARDS
TRUMBULL CT
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WATERBURY CT
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RICHIE'S COMIC CABANA
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CLEARWATER FL
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WONDER WATER & SPORTS COLLECT
CLEARWATER FL
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FT LAUDERDALE FL
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CAMELOT COMICS & CARDS
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JENSEN BCH FL
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BEYOND BOOKS
LARGO FL
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LONGWOOD FL
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SCI-FI WORLD ORLANDO
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MELBOURNE FL
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MIAMI FL
305-661-3406

SUPERHEROES UNLIMITED #2
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ORLANDO FL
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TAMPA FL
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TAMPA FL
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OXFORD COMICS, INC.
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TOM KEMPTON, JR.
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STONE MOUNTAIN GA
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MILILANI HI
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PEARL CITY HI
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WAIPAHU HI
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COMIC CITY
COUNCIL BLUFFS IA
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OAK LEAF COMICS
MASON CITY IA
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SPUD'S EMPORIUM
OTTUMWA IA
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IDAHO

1,000,000 COMIC OF IDAHO
BOISE ID
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CAPTAIN COMICS
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GRAHAM CRACKERS
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GRAHAM CRACKERS
BOLINGBROOK IL
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CHICAGO IL
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WINDY CITY COMICS
CHICAGO IL
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WINDY CITY COMICS
CHICAGO IL
312-866-0900

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GRAHAM CRACKERS
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NORRIDGE IL
708-453-2110

MARK'S COMICS & CARDS
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PALOS HILLS IL
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ACME BOOKS
PEORIA IL
309-691-9816

BOOK EMPORIUM
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MID WEST COMICS & COLLECTIBLES
QUINCY IL
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ROCK ISLAND IL
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COMICS AND BEYOND
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DREAMLAND COMICS III
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KEITH'S KOMIX
SCHAUMBURG IL
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COMIC CALVACADE URBANA IL
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L & D'S CARDS & COMICS
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GRAHAM CRACKERS
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R&R SPORTS CARDS & COLLECTIBLE
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FOOLERY
CARMEL IN
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DYER IN
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BOOK BROKER
EVANSVILLE IN
812-479-7664

COMIC QUEST, INC.
EVANSVILLE IN
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INDIANAPOLIS IN
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INDIANAPOLIS IN
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INDIANAPOLIS IN
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COMIC CARNIVAL
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MISHAWAKA IN
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PORTAGE IN
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RICHMOND IN
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PAPERBACK - COMIC PARADISE
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SOUTH BEND IN
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GATEKEEPER
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PRAIRIE DOG COMICS
WICHITA KS
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RAC RAT'S, INC.
BOWLING GREEN KY
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COMIC BOOK WORLD, INC.
FLORENCE KY
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RED ROCK COL-LECTIBLES & SHIPPING
LEXINGTON KY
606-225-5452

COMIC BOOK WORLD, INC.
LOUISVILLE KY
502-964-5500

DIVINE COLLECTIBLES
LOUISVILLE KY
502 634-5507

SOULEZE PLAY I-V
LOUISVILLE KY
502-339 8146

TGE CORP/GREAT ESCAPE
LOUISVILLE KY
502-456-2210

CRASH COMICS
PADUCAH KY
502-442-7348

PAGE-3 COMICS
PIKEVILLE KY
606-432-9403

COMIC VAULT
RADCLIFF KY
502-352 1144

FLICKINGER CONTRACTORS, INC.
RICHMOND KY
606-625-9310

DREAMWEAVER BOOKS, INC.
SOMERSET KY
606-678-8599

LOUISIANA

DARK STAR COMICS & CARDS
BATON ROUGE LA
504-923-2349

LOUISIANA DOUBLE PLAY
BATON ROUGE LA
504 296-5812

AND BOOKS II
LAFAYETTE LA
318-981-1646

LEGENDS
SHREVEPORT LA
318-687-6153

MASSACHUSETTS

NEW ENGLAND COMICS
ALLSTON MA
617-783-1848

NEWBURY COMICS, INC.
ALLSTON MA
617-224-1446

COMICALLY SPEAKING
ARLINGTON MA
617-643-9636

MAGIC DRAGON COMICS, INC.
ARLINGTON MA
617 643 3530

NEW ENGLAND COMICS
BROCKTON MA
508-559 5068

MILLION YEAR PICNIC
CAMBRIDGE MA
617-492-6763

NEW ENGLAND COMICS
CAMBRIDGE MA
617-354-5352

NORTHERN COMICS
CAMPBELL MA
408-370-0929

EXTRA INNINGS
CHICOPEE MA
413-593-9330

GARY'S BOOKS & COLLECTIBLES
EVERETT MA
396-259-0233
LEGENDS OF SUPER-HEROES
EVERETT MA
617-394-9001

LARRY'S COMICS
LOWELL MA
508-459-5323

NEW ENGLAND COMICS
MALDEN MA
617-322-2404

ENTERPRISE COL-LECTIBLES
MARION MA
401-435-5818

HUDMAR, LTD.
MARLBOROUGH MA
508-485-5474

TJ COLLECTIBLES
MILLFORD MA
508-473-5874

QUALITY COMICS
N ATTLEBORO MA
508-643-4022

VIDEO CONNECTION NATICK MA
508 651-0011

NEW ENGLAND COMICS
NORWOOD MA
617-769-4853

FEDERATION COMICS
PEABODY MA
508-531-1538

NEW ENGLAND COMICS
QUINCY MA
617-770-1848

NEW ENGLAND COMICS
QUINCY MA
617-774-0140

COMICALLY SPEAKING
READING MA
617-944-9636

DAVIS SQUARE COLLECTIBLES
SOMERVILLEMA
617-625-2227

BOB'S HOBBIES & COLLECTIBLES
SPRINGFIELD MA
413-781-2627
DON'T CALL 'EM FUNNYBOOKS
W SPRINGFIELD MA
413-785-5227

WEBHEAD ENTERPRISES
WAKEFIELD MA
617-246-1797

WALPOLE COMICS
WALPOLE MA
508-660-1378

CUTTING EDGE COMICS
BALTIMORE MD
410-426-1618

EMPIRE CARDS & COMICS
BALTIMORE MD
410-866-1834
410 547-0910

GEPPI'S COMIC WORLD - HANBORPLACE
BALTIMORE MD
410 547-0910

GEPPI'S COMIC WORLD
SECURITY MALL
BALTIMORE MD
410 298-1758

BIG PLANET COMICS
BETHESDA MD
301 654 6656

ALTERNATE WORLDS
COCKEYSVILLE MD
410 666 3299

CLOSET OF COMICS
COLLEGE PARK MD
301-699-9498

COLLECTORS CRYPT
COLLEGE PARK MD
301-441-2273
THE KLUTTERED KLOSET
DAMASCUS MD
301-253-9272

MIGHTY KC'S
FALLSTON MD
410-877-3152

BRAINSTORM COMICS
FREDERICK MD
301 663-3039

TWILITE ZONE
GLEN BURNIE MD
410-766-0480

ATOMIC COMICS
HAGERSTOWN MD
301-739-0177

COMIC CLASSICS LAUREL MD
410-792-4744

PREFERRED STOCK
LAUREL MD
301 604-5484

VAULT OF COMICS
NEW MARKET MD
301-607-6504

FUDD'S RABBIT HOLE
PASADENA MD
410-437-5542

CARDS, COMICS & COLLECTIBLES
REISTERSTOWN MD
410-526-7410

ADVENTURE COMICS
ROCKVILLE MD
301-251-2888

GEPPI'S COMIC WORLD-SILVER SPRING
SILVER SPRING MD
301-588-2546

BIG ENTERTAINMENT, INC.
WALDORF MD
301-638-0200

WALDORF/ARMY/NAVY
WALDORF MD
301-843-5252

THE BARBARIAN BOOK SHOP
WHEATON MD
301-946-4184

MAINE

NOSTALGIA INK
BANGOR ME
207 947-5802

TOP SHELF COINS & COMICS
BANGOR ME
207-947-4939

COMICS PLUS
ELLSWORTH ME
207-667-4061

MOONSHADOW COMICS
SMALL PORTLAND ME
207-772-4605

MICHIGAN

COMIX OASIS
ALLEN PARK MI
313-382-0700

DAVE'S COMICS & COL-LECTIBLES
ANN ARBOR MI
313-665-6969

THE VAULT OF MID-NIGHT COMIX
ANN ARBOR MI
313-998-1413
TIME TRAVELLERS
BERKLEY MI
810 548-7213

COMIC COLLECTABLES
BURTON MI
810-743 0161

LIMITED EDITION COMICS & CARDS
CLIO MI
810-687-6682

CAMPUS COMICS & BOOKS
E LANSING MI
517-351-4513

COMIC RELIEF
FLINT MI
810-238-7221

COMIX CORNER
FRASER MI
810-296-2758

A-Z CARDS & COMICS
GARDEN CITY MI
313 425-6780

BLUE CHIP COMICS
HOLLAND MI
616-394-5251

DAGGETT'S COMICS & CARDS
HOLT MI
517-694-6311

NOSTALGIA INK
JACKSON MI
517-784-6955

FANFARE SPORTS ENTERTAINMENT
KALAMAZOO MI
616-349-8866

ABYSS BOOKS & COMICS
LANSING MI
517-332-0606

BACK TO THE PAST
LIVONIA MI
313-261-5411

CLASSIC MOVIE & COMIC CENTER
LIVONIA MI
810-476-1255

COLLECTOR'S CORNER
MIDLAND MI
517-839-2060

SWEET LOU'S MILLENIUM MI
517-871-2385

LANGE'S CARDS & COMICS LTD
MUSKEGON MI
616-847-0047

HEROES BY THE THIMMM
NEW HUDSON MI
616-669-7750

COMICS ARCHIVES, INC.
PLYMOUTH MI
313-459-3533

TAURUS COMICS
PORT HURON MI
810-984-5556

COMICS ARCHIVES, INC.
REDFORD MI
313-937-8860

DAVE'S COMICS & COL-LECTIBLES
ROYAL OAK MI
810-548-1230

GALAXY COMICS
SAGINAW MI
517-799-6334

THE COMICS EXPERI-ENCE
SAGINAW MI
810-797-3889

COMICS-N-STUFF
STERLING HEIGHT MI
313-795-5125

BIG STAR COMICS
TAYLOR MI
313-946-5724

LANGE'S SPORTS COMIX #5
WALKER MI
616 784 5540

FANTASY IN COMICS
WARREN MI
810-772-8130

TJ'S CARDS & COMICS
WARREN MI
810-751-7757

GOLDMINE COMICS & CARDS
WYOMING MI
616-361-2352

OUTER LIMITS
WYOMING MI
616-452-1348

MINNESOTA

COMIC ARCHIVES
APPLE VALLEY MN
612-891-6450

COLLECTORS CONNEC-TION
DULUTH MN
218 722-9551

PULP FICTION
FOREST LAKE MN
612-464-1777

DREAM HAVEN BOOKS & COMICS
MINNEAPOLIS MN
612-379-8924

MINNESOTA COMIC ZONE
RICHFIELD MN
612-869-2766

GRANITE CITY COMICS
ST CLOUD MN
320-259-5830

HOT COMICS & COL-LECTIBLES - ST PAUL MN
612-776-7024

MISSOURI

MO BETTER COMICS & VIDEOS
CAPE GIRARDEAU MO
573-335-0040

ROCK BOTTOM BOOKS
COLUMBIA MO
573-443-0113

BUG'S COMICS & GAMES
FLORISSANT MO
314-839-5131

ANTIQUARIUM BOOKS & COLLECT
JEFFERSON CITY MO
573-636-8995

CLINT'S BOOKS COMICS & GAMES
KANSAS CITY MO
816-531-2844

NOT JUST COMIX
PARK HILLS MO
573-431-4587

LAYMON'S COL-LECTIBLES
POPLAR BLUFF MO
573-686-1505

CAVEMAN
SPRINGFIELD MO
417-882-2283

SUEDE COMICS, INC.
SPRINGFIELD MO
417-862-3030
RED HOT COMICS & CHARLES MO
314-723-0307

ALL AMERICAN COMICS
ST LOUIS MO
314 842-5464

DARK TOWER BOOKS & COMICS
ST PETERS MO
314-279-2960

DARK TOWER BOOKS & COMICS
ST PETERS MO
618-632 0340

MISSISSIPPI

GULF COAST COMICS
BILOXI MS
601-388-2991

NORTH CAROLINA

BUG-EYE'S CARDS & COMIX
LASHEVILLE NC
704 252-6474

HEROES AREN'T HARD TO FIND, INC.
CHARLOTTE NC
704-375-7522

REBEL BASE COMICS & TOYS
CHARLOTTE NC
704-535-0309
BALLISTIC COMICS
CONCORD NC
704-782-5599

HEROES ARE HERE
GOLDSBORO NC
919-751-1131

ACME COMICS #1
GREENSBORO NC
910-855-9417

COLLECTION CONNECTION
GREENSBORO NC
910-274-2273

BLUE RIDGE COMICS
HENDERSONVILLE NC
704-687-2743

UNION PLAZA NEWS, INC.
HICKORY NC
704-324-3644

DADDY JIM'S HIGH POINT NC
910-889-9900

UNIVERSAL COMICS
HIGHPOINT NC
910-869-2861

KORNER COMICS
LAURINBURG NC
910-610-4127

PAGES BOOKSTORE
MOUNT AIRY NC
910-789-3363

CAPITAL COMICS OF RALEIGH NC
RALEIGH NC
919-852-4660

CAPITAL COMICS OF RALEIGH NC
RALEIGH NC
919-781-9500

CAROLINA COLLECTIBLES
ROXBORO NC
919-220-8449

HEROES AREN'T HARD TO FIND, INC
WINSTON-SALEM NC
919-768-8370

NORTH DAKOTA

PARADOX COMICS-N-CARDS, INC.
FARGO ND
701-239-0505

PENNSYLVANIA

COSMIC COMICS, INC.
LINCOLN NE
402-467-2727

MORE COMICS, INC.
LINCOLN NE
402-477-8277

ANARCHY COMICS
OMAHA NE
402-498-4900

COSMIC COMICS, INC.
OMAHA NE
402-333-8118

DRAGON'S LAIR #1
OMAHA NE
402-398-9141

GROUND ZERO HOBBY, INC. OF NE
OMAHA NE
402-733-7212

JUST COMICS, INC.
OMAHA NE
402-292-3337

KRYPTON COMICS
OMAHA NE
402-391-4131

NEW HAMPSHIRE

LAZAR COMICS
ANTRIM NH
603-588-2729

STORYTELLER'S COMICS
GOFFSTOWN NH
603-644-1230

DREAMS OF LORE
LEBANON NH
603-448-0158

THE COMIC STORE
MANCHESTER NH
603-668-4705

THE COMIC STORE
NASHUA NH
603-881-4855

THE COMIC STORE
NASHUA NH
603-881-4855

CHRIS' COMIC & CARDS
SALEM NH
603-898-4113

CHRIS' COMIC & CARDS
SEABROOK NH
603-474-3283

NEW JERSEY

COSMIC COMICS
BERLIN NJ
609-768-7117

TIME WARP COMICS & GAMES
CEDAR GROVE NJ
201-857-9788

STEVE'S COMIC RELIEF, INC.
DELRAN NJ

609-461-6224
COMIC ATTITUDES
EDISON NJ
908-549-9100

COMIC RELIEF
EDISON NJ
908-494-2343

BROADWAY COMICS, CARDS & GIFTS
ELMWOOD PARK NJ
201-791-7474

JOKER'S CHILD
FAIRLAWN NJ
201-796-6830

COMIC RELIEF OF FREEHOLD, INC.
FREEHOLD NJ
908-577-1601

A+ CARDS AND COMICS, INC.
GLASSBORO NJ
609-863-1188

HEIGHTS CARDS & COMICS
HASBROUCK HTS NJ
201-288-3844

A & S COMICS V
HOBOKEN NJ
201-863-8816

GOLDEN AGE BOOKS & COMICS
HOBOKEN NJ
201-792-7820

STEVE'S COMIC RELIEF, INC.
LAWRENCEVILLE NJ
609-452-7548

HERO TOWN LEDGEWOOD NJ
201-927-0044

ONE FLIGHT UP BOOKS II
MILLISON NJ
201-467-9288

COMICS PLUS
MOUNT HOLLY NJ
609-267-6117

PARADOX COMICS N ARLINGTON NJ
201-998-1212

JC COMICS
N PLAINFIELD NJ
908-756-1212

COMIC ATTITUDES
NEW BRUNSWICK NJ
908-249-5558

FRANK GRENBOWICZ COMIC SHOP
PARAMUS NJ
201-843-4383

ZAPP COMICS & CARDS II
PARLIN NJ
908-727-4700

COLLECTOR'S CONNECTION
RIDGEFIELD PARK NJ
201-440-2899

LITTLE SHOP OF COMICS & CARDS
SCOTCH PLAINS NJ
908-322-0402

A & S COMICS II
TEANECK NJ
201-801-0500

STEVE'S COMIC RELIEF, INC.
TOMS RIVER NJ
908-244-6226

TEM DEE
TURNERSVILLE NJ
609-228-8645

HALL OF HEROES WOODBINE NJ
609-772-9703

COMICS PLUS
WANAMASSA NJ
908-923-3308

ZAPP COMICS & CARDS I
WAYNE NJ
201-628-4500

STORMWATCH COMICS
WEST BERLIN NJ
609-768-8186

HEROES WORLD
WOODBRIDGE NJ
908-636-4635

NEW MEXICO

COMIC STOP
ALBUQUERQUE NM
505-888-0489

COMIC WAREHOUSE
ALBUQUERQUE NM
505-293-3065

NOBLE COLLECTIBLES
ALBUQUERQUE NM
505-896-0220

TALL TALES COMICS & NOVELTIES
ALBUQUERQUE NM
505-296-6178

DAVE'S PAPERBACK EXCHANGE
LAS CRUCES NM
505-525-0377

NEVADA

DUNGEON COMICS, INC.
LAS VEGAS NV
702-736-3773

SILVER CACTUS COMICS
LAS VEGAS NV
702-438-6644

WORLD OF HERO'S
LAS VEGAS NV
702-871-3183

ADVANTAGE SPORTS-CARDS & COMICS
RENO NV
702-746-2700

DJ COMIC KINGDOM & COLLECTIBLES
RENO NV
702-827-3928

NEW YORK

FANTACO ENTERPRISES, INC.
ALBANY NY
518-463-1400

DIAMOND COLLECTIBLES, INC.
ASTORIA NY
718-278-1292

SILVER AGE COMICS
ASTORIA NY
718-721-9691

STRIKE ZONE
ASTORIA NY
718-545-1950

CRAZY SCONDO'S HOUSE OF CARDS
BAYSIDE NY
718-26-3800

COLLECTOR'S CHOICE
BROOKLYN NY
718-637-8556

POWER COMICS & BASEBALL CARDS
BRONX NY
718-655-5671

WOW COMICS
BRONX NY
718-829-0461

COLLECTORS FANTASY
BROOKLYN NY
718-266-1623

COMIC WORLD
BROOKLYN NY
718-921 7098

GEE TEE GEE OF JACKSON
BROOKLYN NY
718-383-8936

MUTANT MANIA III
BROOKLYN NY
718-927-1336

ST. MARKS COMICS
BROOKLYN NY
212-353-3306

HEROES MIDEOUT LTD.
BROOKYN NY
718-648-2112

BUFFALO'S BEST COMICS
CHEEKTOWAGA NY
716-565-9119

DREAMLAND COMICS
DEPEW NY
716-603-0424

GOLDEN MEMORIES OF SHIRLEY
FARMINGDALE NY
516-281-6288

BASEBALL CARD SHOPPE
FISHKILL NY
914-896-7616

CHAMELEON COMICS & CARDS
FLUSHING NY
718-461-4675

RICK'S COMIC CAVE
FOREST HILLS NY
718-575-8815

JAY'S COMICS
HARTSDALE NY
914-934-9383

GOLDEN MEMORIES
HICKSVILLE NY
516-932-8877

NOT OTHER BASEBALL CARDS
HICKSVILLE NY
516-937-1168

COLLECTOR'S KINGDOM
HUNTINGTON STAT NY
516-549-4336

SUBWAY STORIES
JACKSON HTS NY
718-898-1193

SEELEY & KANE'S KENMORE NY
716-876-7168

COMIC DEN, INC.
KEW GARDENS NY
718-805-3789

PHANTAZMIC COMICS OF KINGSTON
KINGSTON NY
914-340-0425

MANOPAC CARDS & COMICS
MAHOPAC NY
914-621-2699

SUPREME'S COMICS & CARDS
MANHATTEN NY
212-426-9329

THE COMIX ZONE N SYRACUSE NY
315-452-1677

NANUET VIDEO
NANUET NY
914-623-6800

CAPTAIN COMICS
NEW HYDE PARK NY
516-739-5346

ACTION COMICS
NEW YORK NY
212-639-1976

ALEX'S MVP
NEW YORK NY
212-831-2273

BIG APPLE COMICS
NEW YORK NY
212-724-0085

CHAMELEON COMICS & CARDS
NEW YORK NY
212-587-3411

COLLECTOR'S CACHE
NEW YORK NY
212-376-1240

COLLECTOR'S UNIVERSE II
NEW YORK NY
212 922-1120

COMIC ART GALLERY
NEW YORK NY
212-777-2770

COSMIC COMICS
NEW YORK NY
212-460-8322

DIDO CORPORATION
NEW YORK NY
212-777-1763

GOTHAM CITY COMICS
NEW YORK NY
212-980-0008

IT'S ANOTHER HIT
NEW YORK NY
212-964-4111

JIM HANLEY'S UNIVERSE
NEW YORK NY
718-351-6398

MANHATTEN COMICS
NEW YORK NY
212-243-9345

SLEEP OF REASON
NEW YORK NY
212-982-7901

ST. MARKS COMICS
NEW YORK NY
212-353-3306

BASELINE BASEBALL CARDS, INC.
NIAGRA FALLS NY
716-297-4166

COSMIC COMICS
OCEANSIDE NY
516-763-1133

DAVID MATTHEWS PEEKSKILL NY
914-736-8839

JAMES LUND PJ STATION NY
516-331-4846

L & M DISTRIBUTORS QUEENS NY
718-526-1931

HUDSON VALLEY COMICS
RENSSELAER NY
518-479-2275

COMICS ETC
ROCHESTER NY
716-473-7150

EMPIRE COMICS I
ROCHESTER NY
716-442-0371

WONDERLAND COMICS III
ROCHESTER NY
716-266-0450

THE WIZARDS GUILD
SARATOGA NY
518-587-5188

ONE IF BY CARDS, 2 IF BY COMICS
SCARSDALE NY
914-725-2225

STREET OF DREAMS
SHOREHAM NY
516-821-6862

FOURTH WORLD COMICS
SMITHTOWN NY
516-366-4440

BEAR COMICS
STATEN ISLAND NY
718-983-8872

COMIC ATTITUDES
STATEN ISLAND NY
718-982-7712

KRYPTON COMICS
STATEN ISLAND NY
718-667-7695

GEORGE'S WHOLESALE SPORTSCARDS
SYRACUSE NY
315-472-4021

TWILIGHT BOOK & GAME EMPORIUM
SYRACUSE NY
315-471-3139

UNIVERSAL COLLECTIBLES INC
W BABYLON NY
516-253-0730

CROSS COUNTY DRAGON'S DEN
YONKERS NY
914-376-3336

OHIO

KENMORE KOMICS & GAMES
AKRON OH
216-745-5530

REALITY RECESS
AMHERST OH
216-282-7890

COMIC BOOK WORLD, INC.
CINCINATTI OH
513-661-0300

MAVERICK'S S/C & COMICS
CINCINATTI OH
513-521-4900

QUEEN CITY COMIC & CARD CO.
CINCINATTI OH
513-351-5674

CAROL & JOHN'S COMIC SHOP
CLEVELAND OH
216-252-6606

COMIC SPECIALTIES
CLEVELAND OH
216-383-0838

BLACK HOLE COMIX, INC.
COLUMBUS OH
614-851-1666

BRITISH PAPERMILL
COLUMBUS OH
614-577-0220

CENTRAL CITY COMICS CORP
COLUMBUS OH
614-231-1620

COMICS & COMPANY
COLUMBUS OH
614-268-4513

DISCOUNT PAPERBACK CTR
COLUMBUS OH
614-291-5106

LAUGHING OGRE, INC.
COLUMBUS OH
614-267-6477

DRAGON'S LAIR
DAYTON OH
513-224-7499

LOCKER ROOM
ELIVERPOOL OH
330-385-0511

BOOKERY FANTASY
FAIRBORN OH
513-879-1408

QUEEN CITY COMIC & CARD CO
FAIRFIELD OH
303-860-5800

FANTASY COMICS
IRONTON OH
614-533-3332

DANI TRADING KETTERING OH
513-252-2100

THE SHACK
MARION OH
614-387-6219

HORIZON COMICS
MIDDLETOWN OH
513-422-3841

PARKER'S RECORDS & COMICS
MILFORD OH
513-575-3665

TIMBER RIDGE COMICS & CARDS, INC.
PARMO OH
216-842-4466

HAWKEYE'S COMICS
SPRINGFIELD OH
513-323-8686

JC'S COMIC SHOP
TOLEDO OH
419-531-6097

MONARCH CARDS & COMICS
TOLEDO OH
419-382-1451

FANTASY STAR
TROY OH
513-335-0910

SILVERKING COMICS & COLL.
WORTHINGTON OH
614-781-0838

RAINBOW COMICS & CARDS
YOUNGSTOWN OH
216-758-3268

OKLAHOMA

T N T DYNAMITE CARDS & COMICS
MIDWEST CITY OK
405-737-8844

THE BOOK RACK
MIDWEST CITY OK
405-737-3781

PLANET COMICS #1
NORMAN OK
405-329-9695

ATOMIC COMICS
OKLAHOMA CITY OK
405-632-2848

NEW WORLD COMICS
OKLAHOMA CITY OK
405-521-1306

NEW WORLD COMICS
OKLAHOMA CITY OK
405-677-2559

NEW WORLD COMICS
OKLAHOMA CITY OK
405-677-2559

OREGON

PEGASUS BOOKS
BEAVERTON OR
503-643-4222

NOSTALGIA COLLECTIBLES
EUGENE OR
503-686-9202

PEGASUS BOOKS
MILWAUKIE OR
503-652-7322

COLLECTION CONNECTION
PORTLAND OR
503-452-8090

EXCALIBUR BOOKS AND COMICS
PORTLAND OR
503-231-1357

FUTURE DREAMS #1
PORTLAND OR
503-231-8311

FUTURE DREAMS #2
PORTLAND OR
503-255-5265

PEGASUS BOOKS
PORTLAND OR
503-284-6603

PENNSYLVANIA

CAP'S COMICS
CALVACADE
PITTSBURGH PA
610-264-5540

TOONES
ALLENTOWN PA
610-821-9030

COMIX CONNECTION
CAMP HILL PA
717-730-0994

CCNC SPORTS CARDS & COMICS
CHAMBERSBURG PA
717-264-5888

COMICS WORLD II
CHAMBERSBURG PA
814-667-6410

NEW DIMENSION COMICS
CRANBERRY TWNSP PA
412-776-6433

OSCAR'S COMICS
EPHRATA PA
717-738-9888

BOOKS GALORE
ERIE PA
814-864-1853

COMIC COLLECTION
FEASTERVILLE PA
215-357-3332

CLAUDE'S COMICS
HATBORO PA
215-672-6661

PATTY'S PAPERBACKS & COMICS
INDIANNA PA
412-349-9511

COMICS AND MORE, INC.
KING OF PRUSSIA PA
610-337-1555

THE COMIC STORE
LANCASTER PA
717-397-1737

STEVE'S COMIC RELIEF, INC.
LEVITTOWN PA
215-945-7954

SEQUENTIAL ARTS MOUNTVILLE PA
717-285-5114

INFINITY COMICS
MURRYSVILLE PA
412-325-6116

CLASSIC COMICS
PHILADELPHIA PA
215-426-1776

COMICS AND MORE, INC.
PHILADELPHIA PA
215-333-6869

FAT JACK'S COMICRYPT
PHILADELPHIA PA
215-963-0788

FAT JACK'S COMICRYPT
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IT'S ALL FOR THE KIDS

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They're small. They're vulnerable. They're cute as all get out. And they're waved like a witch doctor's rattle by just about everybody with any cause to promote. It's always for the kids. It's always for the "children."

...No. I can't do it anymore. I just can't. With all due respect to the evolution of our language (yeah, like humans evolving into chimps), I can't keep pronouncing, or spelling, the word that Way. Yes, I'm out of step with the times on this one. Nearly every advocate for anything who hits the airwaves pronounces it that way, including some of the most powerful and influential people in the world, so perhaps the rest of us should wake up and smell the pabulum. But the little darlings will always be children to me.

At least all those finger-waggers out there have found something to agree on. Pick an issue. Any issue. Gun control, abortion, environmentalism, taxes, you name it. Take either side of the issue, pro or con , conservative or liberal, left-wing or right. It doesn't matter which flip a coin. You won't have to look far to see somebody saying they're the ones standing up for the kids. There are even child molesters, in prison and out, who claim that stopping them is a violation of children's rights. This may sound like a sick joke, but it's true. These creeps, these predators, they *love* kids, just ask them.

Sure they do. And that Alien loved Sigourney Weaver, too.

It's all for the kids.

Some may take comfort in such widespread consensus. After all, there's much popular dissatisfaction with "divisiveness" and "partisanship." There's many a call for an end to the silly business of public debate, for opponents to seek "common ground" and promote "shared values." So take heart: even folks who don't think kids need be educated or even fed are doing what they're doing to save the kids.

Nah. There's no comfort to be had, not in hearing this bargain-basement rhetoric. No more than there would be in seeing some wide-eyed toddler being yanked roughly by the arms, first to the right, then the left, then back again, until her little bones are ready to pop out their sockets.

Maybe the creeps who are jerking her back and forth think they're doing her a favor. Maybe they think it's for her own good. Sure, she's crying, but man! does she draw a crowd. She's everybody's favorite prop. She may be hungry, she may be bruised and battered, she may need precious medicine her parents can't afford or don't care to spend the money on, but she's everybody's favorite, heartstring-tugging prop.

Censors love that toddler. They fret over her constantly. And they know exactly what she needs. She needs to be protected from old episodes of JONNY QUEST.

Those old JONNY QUEST cartoons, you see, they "send the wrong message."

Which makes one ponder what the *right* message would be. That there is no conflict in the world, no need for courage or initiative? No evil (and, therefore, no good)? But, more importantly, it begs the question: should all entertainment be "sending" the same "message?" And would it still be entertainment if it did?

And what authority should determine the content of this "message?" Special interest groups? Politicians. Should artists and entertainers (and publishers and producers) be compelled to become a chorus, propagating a single, unified social and political agenda?

Hey, it works for Saddam.

Back to our toddler. Which would serve her better: to be presented, throughout her life, with a vast smorgasbord of ideas and drama and humor and wildly different interpretations of what makes a hero or villain or a tough moral decision, this smorgasbord laid out by thousands of talents with thousands of points of view and as many separate, feuding passions? - Or should she be fed one, and only one, narrowly-defined, slavishly-executed "message?"

And what would this "message" turn out to be? What shape would it *actually* take? How subject to prevailing political trends to "conventional wisdom?"

"Conventional wisdom." It's what everybody knows to be true, even when it's completely false.

How much good would it really do our toddler, were she only exposed to "conventional wisdom?"

It wasn't so awfully long ago that the "conventional wisdom" might well have kept her drinking water from being fluoridated, increasing the chances of her teeth rotting and falling out. And had she gotten the "message" that she should eat red meat five times a day, as American children were instructed to do until just few decades ago, how long before her first heart attack?

Were these, and larger, "wisdom's" not open to free debate, wo our cultural "message" have ever changed?

These are old examples, to be sure, because only old "conventional wisdom" has been tested by time. Our time's "wisdom" about "media violence" and "aggressive behavior" have yet to be teste all. Does that poor kid with the sore arms also have to be a guin pig?

Sinister as the phrase "send the wrong message" is, at least it's direct. It's even, in its own, Orwellian way, honest. More deceptive its companion, the complaint that a given work or character or scene "reinforces a stereotype." Here the waters get deeper, and much muddier.

Bigotry, in all its forms, is evil. Whether it spews from the mout David Duke or Louis Farrakhan, it's evil. And it's properly condemned by rational men and women of goodwill. Since there a lot more decent folks around than bigoted scum, most of the potential audience out there is properly repulsed by evil works and won't shell out their money for them. That's how a free ma accomplishes much of the nobler intentions the censors cite: individual taste starves a whole lot of the vile, rather than suppress it.

Just as parents and other *real life* leaders, by their words and actions, carry the burden of fighting bigotry. They're a much bi ger part of a kid's day than fiction is. And kids aren't so stupid t they don't know what is real, and what is not.

But this "reinforcing stereotypes" line is applied not just to wo that is, on the face of it, hateful and offensive. No, it doesn't sto there, not even at stripping Mark Twain's work of historical (and artistic) authenticity by erasing the hateful epithet "nigger" fro even though it is said by bigots in a story that condemns bigo Modern censors go much further than that. They seek to enfor stereotypes *of their own*.

Publish a story featuring a woman who isn't strong and confident. Make a movie about a happy, prosperous black man. Port as a villain anybody who isn't a businessman, a Christian, or a c servative. You're guaranteed a slew of complaints.

It's not that censors don't believe in stereotypes. They just wa to pick *which ones* are "reinforced."

And all for the kids. All because the kids are assumed to be er vessels, stupid things, programmable robots with no free will o their own.

Ask any parent you know how easy it is to boss around one o those little tykes. Programmable, indeed. And a parent has one heck of a greater size advantage over a kid than does a TV set, comic book.

And if kids *are* so easy to control, to command, it's damn terri ing to consider how many folks are lining up to man the switch and call the shots.

Our poor little toddler. With friends like these, who needs ene mies?

ARE YOU READY FOR AN

EXPLOSION!

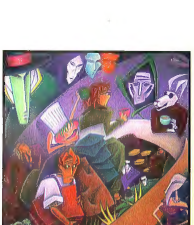
The sound of Mad Monkey entering the market with monthly, on time service, will echo throughout the industry. It's been a long time in coming, baby - but man, it was worth the wait!

SHIPPING OCTOBER

The Black Raven #1
Magicians' Village #1
Dark Town #2

SHIPPING NOVEMBER

Witches' Brew GN
Singapore Sam #1 & #2
Gate Thrashers GN



SHIPPING DECEMBER

Dark Town #3
The Black Raven #2

To keep up with the Mad Monkey grooves, including information on new releases and upcoming projects, check out our hip web site, premiering October 31, 1996. Log in at: http://www.madmonkey.com

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